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ELECTRONIC GAMING MONTHLY

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November 1998
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112

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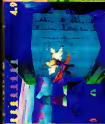
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(Story on page 3.)



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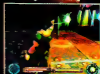
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Tails is the Scrappy Doo of Gaming

By John Davison • john_davison@zd.com



It's nice to see an old friend back on the cover of EGM isn't it? As has been revealed on a number of occasions in recent months, he has actually been on the cover of this particular magazine more times than any other single character. He was clearly very popular in the past ... but we were a little concerned that despite all of his newfound flashiness and new urban look, no one cared any more. He may have enormous hands and a funny looking posture now ... but does anyone actually care? We decided to throw it out to you lot and find out. After all ... after the "proper" Sonic games back in the good old days, there have been an awful lot of scrappy ones. Sonic R anyone? Sonic Jam? Sonic This? Sonic That? Sonic No Thank You We Hate You Now? There are an awful lot of reasons to argue that the little guy is no longer the slick numero uno that he used to be.

From the results we got back (which you'll see in our feature) the good looks of Sonic Adventure seem to be single-handedly raising the profile of Dreamcast. Until about a month ago everyone seemed to be adopting a "wait and see" attitude to the system, despite being awfully impressed by the specs. Sega would appear to have found its "killer app" ... which is a nauseating expression adopted by far more pretentious magazines than this, so I'll refrain from using it again.

Yep, Sonic is the game everyone seems to be turned on by. You don't even appear to be turned off by the fact that Miles "Tails" Prower is back either. I mean ... come on. Disgustingly cute, stupid-looking fluffy twin tails, corny name, big sappy eyes ... yuck. He's the Scrappy Doo of the games world isn't he? No one asked for him, no one likes him, yet he turned up anyway and now we're stuck with him. Yet you still think Sonic Adventure is going to be "the one" ... and so do we.

"Disgustingly cute, stupid-looking fluffy twin tails, corny name, big sappy eyes ... yuck. He's the Scrappy Doo of the games world isn't he?"

Fortunately, from some rumors we've been picking up (and this is so last minute info that even Q Mann didn't get a chance to write about it) we also know that the Dreamcast isn't going to be a one-trick pony. The system launch lineup will apparently include Virtua Fighter 3 with lots of extra bits and Sega Rally 2 ... which will be a special "Dream" version with lots of extras and visuals that match the Model 3 arcade machine. Beyond this we can also look forward to Yu Suzuki's first console game (which may or may not end up as an arcade machine later) and ... get this ... Virtua Fighter RPG. This last one is really ultra-secret, but the word on the street is that the city scene shown in recent early Dreamcast demos (of which there have been a few screens released) is actually one of the towns from VFRPG. Don't know about you, but I'm getting more and more excited about this system every day. What a shame we still have to wait nearly a year.

ELECTRONIC GAMING MONTHLY Number 11.11
November 1998
www.videogames.com

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303-665-8930 (U.S. ONLY)

Subscription Service Web Site:
<http://subscribe.egm.com/service>

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newspapers help you do whatever it takes to jump across 30 levels of treacherous wilderness. To assist you in deciphering every damn road and sword in all ancient Japan. It serves... whether it be. Be as perfectly natural.





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Kill somewhere around 1,500 aliens in *Invasion From Beyond*. Page 112.

Screw Rent.

Buy your own coin-op instead.

Actually, our six-page guide to finding and buying your own arcade machine shows how to nab a real-life coin-op without busting your bank account, skipping bills, getting evicted, etc. After all, just 'cause you crave a genuine Pac-Man machine doesn't mean you have to live in it.*

*And if you do have to live in it, make sure it's unplugged. We don't wanna get sued.





Who you
callin'
a pussy?



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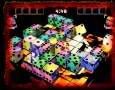
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look like. He says the actual Crew is probably "a bunch of fat guys with kegs of beer." He tells me the fake pictures are there to appeal to the readers and make your reviews more convincing. Though the beer part is most likely true, I refuse to believe those aren't your real faces (except for Sushi-X).

Pete Naggi
Riverside, CA

C'mon, if we were going to use fake photographs, we would've picked better-looking people.

It's All In The Bra

Has there been any job openings since you last played decapitator? Uhh ... never mind. I wanted to know, why does every guy I talk to like Tifa over Aeris?!! Aeris is so much prettier. Given, she's not the best fighter, but her magic skills make up for it. Come on guys, she died trying to save the planet! I bet if Aeris were wearing a microscopic miniskirt and sports bra like Tifa, they'd think twice ... pigs!

Rachel Spangie
Pasadena, MD

Well, a lot of men think Tifa's hotter for a couple of obvious reasons. We can't help it. Men are pigs. Maybe if we had some female influences around our offices ...

Hey Aeris, the EGM boys think I'm hotter than you! What do you think about that?

Problems With The Old Lady

I am a new subscriber to your magazine. I just received my first issue, and read it cover to cover that same evening. One problem. My wife and I were going over your reviews, when suddenly, she sucker punched me with a question. "Why are there no women reviewers?"

Oh crap! One minute, we're avoiding buying, thanks to your reviews, the next my eyes sort of gloss over,

and I'm stuttering nonsense trying to change the subject. "Oh look honey, Diablo has a Two-player Mode. We can bond!" [Editor's note: This is an old letter we've kept around, that's why Mr. Turner's talking about Diablo] Then her attitude kicks in. "What do they think that? Women only play Virtual Barbie or Ms. Pac-Man!?"

Being a new reader, I don't know what your staff lineup consists of. Do you rotate people? Please, put one of your regular guys in drag and call him Susan from now on. Otherwise, I'll be in hell every time a new EGM arrives.

Help me! She's twisting my ear demanding a sequel to GoldenEye! AAAAAJUGGGHHH!!!

Tim Turner
Lakewood, CA

Funny you should mention dressing up in drag. Once, Dean Hager ... um, never mind.

Anyway, hardly any women have applied to work at EGM as an editor. Our fat, drunken pig attitudes have probably scared a lot of you away. But if you think you can give EGM the feminine touch it needs (and we've done with the drag subject now, by the way), send your résumé, cover letter and writing samples (previews and reviews) to:

Electronic Gaming Monthly
Attn: John Davison
3920 Highland Ave., Suite #222
Lombard, IL 60148

We're not saying we're hiring ... we're just saying you can always send in your goods for employment considerations. Who knows when a spot will open up on Review Crew?

We Need 2 and 3

I'm starting a petition to get Sega to release the other two scenarios of Shining Force III. Please post this letter so interested people can e-mail me at:

Brewfam@gateway.net

Trick Of The Century

I have a trick for WCW vs. NWO World Tour for the Nintendo 64. If you're in a pin or submission hold, push the control stick in any direction to get out of it.

"z-pac"
Dunbar, PA

There you go folks: the world's best trick.

Insert Free Plug

I noticed in issue #111, the Review Crew put the smack down heavily on a few games. I have been subscribing to EGM for a long time now, and I don't ever recall seeing such horribly low scores as the ones Deadly Arts got: a combined total of 7.0. Hot damn, that sucks. Has there ever been anything that scored that low previously?

heckczar@postoffice.cclis.com

Right off the top of our heads ... no. But keep an eye out for our 1999 Video Game Buyer's Guide (it should be out in November). This book, on top of other things, will have a comprehensive listing of all the scores for every game EGM has ever reviewed in our nine-and-a-half-year history.

The Dynamic Duo

I normally wouldn't be this picky, except that this typo is probably a copyright violation. In your preview of the upcoming Final Fantasy VIII demo, you make a reference to "Biggs" and "Wedge" from Final Fantasy VI and VII. Biggs and Wedge are the guys from Star Wars. You are thinking of Vicks and Wedge.

KYele@aol.com

Actually, it's Biggs and Wedge. "Biggs" from the Japanese FFVI was mistranslated into "Vicks" for the U.S. FFIII. It was fixed for Final Fantasy VII and will hopefully be right in the U.S. part VIII.

It's All In The Name

I understand Dreamcast is a hybrid of the words "dream" and "broadcast," but it sounds like someone had a little too much vodka before the entire hour it took them to think of it. The name sounds like they're trying to sell some kind of magical fishing lure.

Christ.Hatcher@gte.net

Well gamers look at the name Dreamcast as sounding stupid and dismiss the possibility of buying the system entirely?



What is the oldest video game you are still playing today?

Venture for the Colecovision.
davecov@usaor.net

The old, but gold, Mega Man 1.
Mfmg509@aol.com

Hell, I still play Pong!
L_thandrp@hotmail.com

Excitebike, baby! Creating your own tracks and the sound effects rule!

RTGTSViper@aol.com

How about this ... Horse Racing on the Intellivision.
Zeenborz@aol.com

Your number-one game and mine too: Tetris.
KhanX64@aol.com

Galaga. No shooter can ever top it, and no sequel will live up to it.
flynn@aracnet.com

Jungle Hunt on my Atari.
GamingGuy1@aol.com

I still play the NES classic Duck Hunt. It's the ultimate stress reliever. Except for that damn laughing dog ...
mikesdcool@aol.com

Next Month's Question of the Moment: What does Nintendo need to do to take back the industry's #1 spot? Send your short but sweet responses to: EGM@2d.com with the subject heading: #1

ROGUE TRIP

Vacation 2012



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"SingleTrac once again proves that car combat is its forte." -PSM



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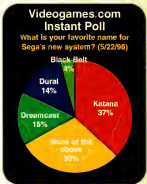


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You guys at EGM should do a survey on what people think of the name. Maybe Sega will rethink the name if the results are really bad. Chimaeze Chikeka
chikekas@home.com



You can see from this older poll that Dreamcast wasn't the most popular name around. But it doesn't really matter what we all think now. Dreamcast is it.

In The Hot Seat

What's the deal with bashing Rush (the band)? In your October issue, you have them listed in the "NOT" column of HOT & NOT @ EGM [in Sushi-X Files]. Who is the weak-minded fool that decided the world's greatest band was not good enough to be HOT? I know a lot of people who would be outraged to hear about EGM's trashing of the trio from Canada.

Jon Huff
Kansas City, MO

Picture this: Shawn Smith's desk is next to arcade editor Mark Hain's desk. Mark Hain really likes Rush, Mark Hain plays his Rush CD every day (and we mean, every day). Mark Hain leaves Rush CD playing at his desk, even when he's not there. Rush CD continues to play all day. Shawn Smith gets very irritated after months of this. Shawn Smith gets sick of Rush. Shawn Smith puts his feelings in writing. (Don't forget, Shawn writes the Sushi-X Files, not Sushi-X)

Mystery Solved

I've finally cracked the code why some people think you guys are biased. They are so used to hearing the company lines from other magazines, that when they read a real review, they think it's biased.

n_drinkwater@email.msn.com

Rising To The Occasion

Is it just me, or does everybody get a woody when they receive a new issue of EGM in the mail?

SATPSXN64@aol.com

Hmmm ... Rachel Spangle of Pasadena, Md. ... want to answer this guy's question?

The New-And-Improved EGM

Why don't you just change Electronic Gaming Monthly to *Electronic Gaming Monthly* and just review porno games?

songoukou@earthlink.net

Hmmm ... SATPSXN64, what do you think of this idea?

A Small Request

I was wondering if it were at all possible to get a complete list of all RPGs, past, present and future. I would also like to know their availability and present going prices.

Rob Gallagher
Smithfield, RI

Sure ... just wait by your mailbox. We'll mail that out to you right away.

We're Only Human

Aren't you guys supposed to be a top-notch magazine?? I mean every time I get a new EGM, there's always an "OOPS" section in EGM Letters. No offense, but aren't you guys professional journalists? I bet you so bucks that the OOPS section will be in the mag for four more issues. I know people can make mistakes, but come on!

Emberlin Stark
grimtooth@usa.net

Which brings us to ...

OOPS

Last month, we incorrectly listed Naughty Dog as Spro the Dragon's developer. *Insomniac* is making the game, not Naughty Dog. Unfortunately, our fingers slipped while typing. We'd like to make a BIG apology to the folks at *Insomniac*. We hope they don't lose too much sleep over our mistake ...

Letter Art

Where creativity, your favorite video game and a stamp can make you immortal!

WINNER

Joseph Mendoza
Los Angeles, CA

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



Chris Ha — Surrey, BC, Canada



Andy Madolra — Wahluwa, HI

Close, but no controller



Justin Trenary
Columbus, GA



Salvador Nieto, Jr.
Chicago, IL

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namco

ASK sushi-



My friend has Grand Theft Auto and it rules. But something has been puzzling us. On the back of the case, it says one or two players, but there is no two-player option in the game. Is there a code to play two players? Or is it just a misprint?

Johnny Sullivan
bling311@webtv.net

It's a misprint. The second run of GTA correctly states that it's a one-player game.



Despite what the back of the box says, Grand Theft Auto is a one-player game. I betcha someone at Take 2 Interactive caught hell for that one!

I've been a diehard fighting game fan, and I just recently became interested in RPGs. I've played and beaten Final Fantasy VII (several times), but now I need a new game to keep me busy until the release of FFVIII. I was wondering if you had any good suggestions for RPGs with a good story line and a similar combat style. (Please don't say Final Fantasy Tactics! I suck at the battle sequences.) Please help me!

"Arcic Blaze"
New Market, AL

Well, if you like those cinematic RPG-types, you might like Parasite Eve (though it has as much in common with Resident Evil as Final Fantasy). You should check out Wild Arms as well. It's not as pretty as FFVII, but it's a more "traditional" RPG. And if you have a Saturn, you gotta get your hands on Panzer Dragoon Saga. Panzer Saga's combat system rules!

Don't worry though. There are plenty of RPGs on their way to keep you busy until the big VIII rolls around.

Is Kazuya playable in Tekken 3?

Jordan Howell
Canton, OH

Nope.

I've been wondering. Since Dennis Rodman has been popping up in the WCW and NWO world here and there, will he be a playable character in WCW/NWO Revenge?

Will Sellers
Arcadia, CA

Since "The Worm" isn't with WCW or NWO in any official sense (he doesn't "belong" to them—he's simply a guest), he won't be appearing in the game. THQ would have to license Rodman out separately for any video game appearances.

I bought Microsoft Flight Simulator 98 for my computer. The game is awesome, but I have one problem. How do I find out what all the gauges are for? The game tells me to do this and that, but I have to guess because I don't know what all the gauges are for. Any help would be nice.

storm127@aol.com

You really don't read EGM, do you?

I just got the October issue and read the Rival Schools preview. I mentioned that the game was coming out with the second disc, but I read on the Internet that Rival Schools was coming out without the second disc because it was "too Japanese." I was hoping you could clear this matter up for me "cause I don't want to buy the import if the U.S. version has the second disc.

Armand Soebagio
cyclopsii@hotmail.com

Ahh ... the Internet. The world's biggest source of misinformation ... ahem, outside of our own videogames.com of course.

Rival Schools will ship with a second disc, but as Shoe reported in Letters, the Edit Character and School Life Modes are out. All the other extras (Co-op Mode, minigames, etc.) are in. (By the way, Shoe, I caught your little joke. You better watch your back ...)

The silly thing is, the evolution disc (the second disc) has the full one- and two-player game on it. You don't really need the arcade disc (the primary CD) for too much. The only important feature it has that the second disc doesn't have is a free-style Training Mode. It seems to me like the entire Rival Schools package should've been compacted on one disc.

EGM **egm** letters

Who's the most hardcore gamer of them all? Why it's our very own Sushi-X, Electronic Gaming Monthly's top video game expert. If you have a game-specific question for our mysterious ninja freak, ex. friend, write him! He'll pick out a few and answer them as only he knows how. Send your questions to:

Sushi-X
1920 Highland Ave. #222
Lombard, IL 60148
e-mail: sushi_x@zd.com

My friend told me about a secret passage in GoldenEye 007 in the bathroom of the facility level. I tried to find it, but I can't. Can you tell me if there is a secret passage, and how to get it to open?

Jarad McConnell
Shreveport, LA

Let's see ... the only thing I can think of is the little glitch that lets you climb back into the ducts above the toilet stalls. To do so, stand on the toilet below the open vent with a non-zooming weapon. Then press R1 and right camera (right strafe) at the same time, while turning left with the analog stick. You'll spin around for a bit, then you'll suddenly pop your head up into the vent. At that moment, immediately walk backward and let go of the buttons. It may take a couple of tries, but that should place you back in the ducts.

It's a pointless trick for the single-player mission, but you can use it to hide in deathmatches. If you camp out in the ducts with any sort of weapon, all players respawning in there (who will be armed with nothing but their slapper) will be toast. Plus, you can snipe at folks walking in to do number two.



Hiding above a toilet stall can be advantageous in a firefight. Remember, you read it here first.

In GamePro's newest issue, the first comment in their "Static" section said "Who's playing Sushi-X this week?" What does this mean?

Rollie Pemberton
zulu@pop.planet.eon.net

It means "Scary Larry" and "Air Hendrix" don't think I'm a real person. Go figure.

Sushi-X Files EGM #112

Send comments to the following address:

The Sushi-X Files
1920 Highland Ave. Ste. 232
Lombard, IL 60148

e-mail: shawn_smitth@ed.com

Something Special For Loyal Subscribers Only!

A Short History of Turkeys in Video Games

In the spirit of Thanksgiving and all of the turkeys who will unwillingly give up their lives so families around the United States can feast, we bring you a short history of turkeys in video gaming. Why a short history you ask? Put simply, the turkey doesn't really have a history in video games. After extensive research, our in-house scientists found no proof whatsoever of turkeys anywhere in video game history. Sure, there may have been developers either from or based in the country of Turkey but unfortunately that doesn't quite count. But why? Why aren't there any turkeys in video games?

We went on the road with our quest. Well, kind of a road—the information super highway. We found plenty of delicious recipes and a load of ways to properly care for your bird but alas, we found nothing about turkeys in video games. Other animals have been represented in games—why no turkeys?

There have been a number of chickens in video games (in *Zelda*, *AirDed Chicken*, *Freeway*,...maybe and others), which is in the same animal class as turkeys. Still, it doesn't really count. Could it be that

Remember the secret turkey in *Street Fighter Alpha*? No? Good, because there wasn't one.



All turkey imagery downloaded from the ipeds.com and squadweb.com sites.
www.ipeds.com/picture.htm



Could this bird have been the next Sonic or Mario?

Freeway did star a turkey but everyone passively accepted the thickly pixelized creature to be a chicken? Could history have been much, much different? The truth will never be uncovered—this will go into the same file as the JFK assassination, Area 51 and the alleged killing of Jimmy Hoffa. Stand strong turkey!

So did *Freeway* star a chicken or a turkey? Those pixels are kind of big so who knows...



When asked whether or not *Freeway* stars turkeys, this rather edgy bird said, "I'm not at liberty to say but I will say this: I'm not a happy turkey. Do you see any turkeys in games nowadays? No, we're just the main course of some overrated holiday. It's the chickens' fault—damn them. Things could've been so different for turkeys around the world!"

Other Great Video Game Turkeys

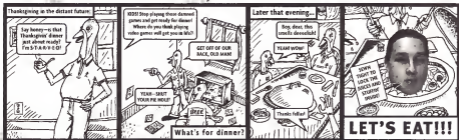
There are plenty of bad games out there—you all know this as well as we do. As bad as some of them are, we can't just ignore them. With that said, the *Sushi-X Files* is proud to present an abridged list of some of the best video game turkeys of all time. And yes, we are talking about actual bad games here—not turkeys. So without further ado, here's a list of some really bad games:

- Earnest Evans - Sega Genesis
- Coconut - Atari 2600
- E.T. - Atari 2600
- Deadly Arts - Nintendo 64
- Rise of the Robots - Any System
- Shaq Fu - Sega Genesis
- Crazy Ivan - Sega Saturn
- Lobo - Sega Genesis
- Bubsy 3D - Sony PlayStation
- Dragon Heart - Any System
- J.J. and Jeff - Turbo Grafx-16
- Shadow Warriors - 3DO
- The Adventure of Willy Beamish - Sega CD
- Metal Jack - Super NES
- Dennis the Menace - Super NES
- Batman & Robin - Game.Com
- Awesome Possum - Sega Genesis
- Kung Food - Lynx
- Bram Stoker's Dracula - Sega CD
- PO'ed - 3DO
- Astro 2000 - Sony PlayStation
- Plumbers Don't Wear Ties - 3DO
- Last Battle - Sega Genesis

Feel free to send in suggestions for upcoming game lists (good or bad) via snail mail or e-mail.



Planet of the Turks by Shawn Smith

Decapitato
IN MOTION

Remember the Game Boy Camera movie we ran a few issues back? Well, one dedicated reader compiled the images into an animated (and rather large) graphic. There was another person who did this, but we don't have their URL anymore—resend it please! So if you don't have a Game Boy Camera and want to see our movie "in motion," check out the following URL:

• www.wvinter.net/~cws/Decap.html

And if you want to see a different kind of Decapitato animation (which is VERY bloody), check out this simple but very funny URL:

• www.aracnet.com/~trilmew/Index.html

Look for more Game Boy camera movies featuring senseless violence in future editions of Sushi-X Files. Remember: Don't do this stuff at home!

HOT & NOT
@ EGM

Hey, why don't ya'll start sending in your own lists. Perhaps in upcoming issues we can run reader Hot & Not lists. Until then, here's this month's:

- Sonic Adventure
- Blitz 99 arcade
- Blitz N64/PS
- Lowrider Bicycles
- Andy Haran's severed head
- Coffee and other stay awake aids for deadline
- N64 4-Meg cart
- Color Game Boy
- Clifton for nailing interns
- The New York Yankees
- DarkStarz DVD
- Tekken 3 figures
- iMac
- Inflatable furniture
- Customized Vans
- Conan O'Brien
- Brown, stinky discharge
- YaK welders
- Burst appendices
- Significant others who harass editors for staying late on deadline
- The video game violence debate
- Crusty old original toaster-sliced Game Boys
- EGM not getting many résumés from aspiring females
- Sega, for not bringing parts 2 and 3 of Shining Force III to the United States
- Inflatable "friends"
- Clifton for having sexual relations with Monica "Chubby" Lewinsky
- Inflation Harley's

SITES
THAT WE THINK
ARE PRETTY COOL

Our list of weird and/or pointless Web sites is growing and growing thanks to all of you. Keep the sites coming and maybe they'll be up to your high standards of weirdness in upcoming issues of EGM! Look for another list next month (in addition to this list) of gaming sites, both big and small. If you're interested in an HTML version of previous Weird Web lists, check out the following URL:

members.tripod.com/~HatPerson/weirdweb.html

A very special thanks go out to KIDVID237@aol.com for compiling the list and continually updating it.

- www.stupid.com
- www.weird.com
- pix.test.at
- www.superbad.com
- www.weirdweb.com
- www.silverserver.co.at/kes/
- www.nolo.de/bottom.htm
- slopper.web.fm
- www.farmersmanual.co.at
- subnet.web.fm
- www.jps.net/tbaughman/preview/
- members.aol.com/MavnGooses/index.html
- www.flyvision.org/site/ite/Houston/GhostWatcher/index.html
- ryan.cbyc.com/features/ryanfighter/index.html
- www.sko.at
- www.bos.or.at
- www.lichen.com
- www.geocities.com/Southbeach/Tidepool/5535/index.html
- www.unfurled.com
- www.surge.com
- www.comedycentral.com/southpark/
- www.slugfest.com
- www.shockrave.com
- www.spysshop.com
- <http://www.geocities.com/TelevisionCity/Set/8858/>
- www.nothing.com
- members.aol.com/ANTwalkman/
- <http://www.uidaho.edu/~kow9693/MRT/quote.htm>
- www3.laph.com/~veggie/Tversus.html

*We cannot be held responsible for the material presented on these sites. Parents may want to verify the content of the site before letting their children venture forth. At press time, all of the sites listed were accessible.

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We improved



Photo courtesy: Steve Nouri, USA. Core and the characters are trademarks of Core. PS, © 1998 Sony. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

CORE



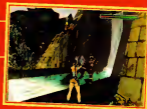
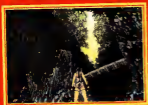
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*but sorry,
still no nude code.*

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Press Start

The hottest gaming news on the planet

Game Plan 2000

EGM talks to SCEA's VP of Third Party and Research and Development, Phil Harrison about the PlayStation's future

EGM: The PlayStation is three years old (in the United States). Where do you see the system in terms of its potential?

PH: There are many different ways to design software to run on the PlayStation. Most games to date have placed emphasis on graphical performance, so the power of the hardware has been tuned to the calculation and rendering of 3D graphics. However, there are ways to use the mathematical performance of the machine in the calculation of non-graphical elements, such as artificial intelligence and physical dynamics. The PlayStation also has a complex sound chip that has not really been pushed to the limit by many products. Overall technical performance is very difficult to calculate—as each game is different. However, it is likely that the most efficient use of the graphics pipeline will soon be achieved. This would be the best combination of polygon count, texture map type and screen resolution, coupled with special effects and memory considerations. Even if there is such a product that hits the practical maximum performance of the system, there are still no limits to creativity ...

EGM: Nintendo had Donkey Kong Country midway through the life of the Super NES that amazed gamers with its graphics. Does the PlayStation have the potential for a similar feat for a game with graphics no one thought possible on the PS (minus FMV, of course)?

PH: The creative limits of the PlayStation hardware are bounded only by the imagination and skill of the people making the game, not the relative performance of the chips themselves. I think Metal Gear Solid introduces some exciting new elements into game design that are really well-implemented, and what I've seen of Final Fantasy VIII looks wonderful. So long as games like Spyro, GameDay 99, NGS, Gran Turismo, Legacy of Kain: Soul Reaver keep pushing the envelope of technology and creativity we won't need a Donkey Kong—we see new and exciting games all the time on [the] PlayStation.

EGM: What type of game would you like to see appear on the PlayStation that hasn't been done yet?

PH: I'm really interested in seeing a digital pet concept as seen in the Tamagotchi-style LCD systems, but combined with the rich graphics, large environments and realistic speech and music the PlayStation is capable of. That would be fun—the idea of a pet that could really "live" in your



machine. There was a game on the Commodore 64 years ago called Little Computer People Discovery Kit that scratched the surface of where you might go with that idea. You could imagine a realistic character—animal or whatever—behaving and responding to stimulus just like a pet and it could develop a unique personality to the extent that it might even be considered a friend.

EGM: What do you think of Sega's Dreamcast?

PH: Ask me again when it's on the shelves and you can buy games for it. Specifications alone are of no interest. It's how creative and technical sides join together that really makes a game—and therefore a system—great.

EGM: Since you oversee a lot of the R&D at SCEA, are there any products/peripherals/enhancements the company was toying around with that have never made it to market?

PH: Sony prides itself on being a company led by R&D and innovation so as a result we generate many exciting products and concepts that don't make it out of the engineering phase. I think only Bill Clinton is the subject

System Prices Fall, Competition Heats Up

Price drops on video game systems are usually annual events, occurring at E3 or other trade events. This year hardware manufacturers Nintendo and Sony held out, with a \$249 price across the board. Now that price has inched ever closer to the breakthrough \$99 saturation price point.

Sony gave way first, announcing that

the Dual Shock system configuration, introduced last June, would be lowered to an MSRP of \$299.95. It also lowered prices on peripherals—PlayStation memory cards will now be priced at \$14.99 in a bunch of new colors—black, clear, gray, emerald and blue. Standard digital controllers will retail for \$14.99 too, with the Multi Tap lowered

to \$29.99 and the RFU Adapter to \$14.99.

Nintendo countered Sony's announcement on the same day, lowering its standard system price to an MSRP \$129.95. Nintendo is also including a \$10-Off coupon good on any of the 23 first-party N64 titles (Zelda included), Nintendo's N64 controller or Rumble Pak, valid through March 31, 1999.



Phil Harrison knows the PlayStation inside and out, and isn't letting any info slip about PlayStation Next—darn.

of more rumor and speculation. There are many reasons why a product does not get marketed—some technical, some business, some strategic. One of the most important benefits of the PlayStation format is that every machine is made equal—therefore, every game performs in the same way on every system, unlike the PC business where the hardware specification is a moving target, which generally leaves the consumer frustrated with the software, the hardware and games in general! We want to make it easy for all consumers to enjoy PlayStation—with no screw-driver or manual in sight.

EGM: Do you think the PDA will catch on in the United States as much as it probably will in Japan? How many/which games will support the PDA?

PH: It's all down to software and we are very excited about the plans. We will be making specific announcements about which titles at a later date, but there are some really cool ideas being worked on—and not just games.

EGM: Why did Sony go with a PDA that's 32kx32 dots instead of a portable gaming machine like Nintendo's Game Boy?

PH: The PDA has a 32kx32 pixel screen because we wanted to deliver a portable gaming experience for a low price—under \$30. Also, the PDA is different from other game systems because it is an extension of the PlayStation TV-based gaming experience out of the home into the real-world community. A game played at home can have a PDA extension

that allows the player to experience the game at different levels—one on the PDA and the other at home on the TV. For example, a real-world RPG that has nice graphics and music from the CD on the PlayStation at home, only needs to transport that character and its attributes into the real-world version of the RPG. The players make up the rest of the scenario in their heads—which always have the best graphics!

EGM: Do you think there's potential for, in the future, games to be delivered on DVD or high-density Mini Disc instead of CD-ROM? Would there be benefits to a storage medium other than the standard CD-ROMs now in most game machines?

PH: Yes, I'm sure we'll see new and more powerful storage media used in game systems in the future. Exactly what and when I cannot say.

EGM: When PlayStation was introduced, graphics in games were all about polygons. What's your take on the advancing trends in computer graphics? Are polygons going to be a thing of the past in the future?

PH: As computer performance increases there are many new and exciting graphics technologies that can be used. Our goal is to make the concept of computer graphics disappear—to the extent that the user has no notion that what they are interacting with was generated by a computer. That's the next immersive boundary that we will cross in the future.

The creative limits of the PlayStation hardware are bounded only by the imagination.

Which is your favorite game system?

Saturn - 15%

Nintendo 64 - 34%

PlayStation - 51%

It's the classic question: Which system is your favorite? PlayStation seems to have won out this month, but the Nintendo 64 is still holding its own. With the release of *Zelda 64*, the N64 is likely to gain support. Still in third place is the Saturn, which is being buoyed by the import gaming market. There's still plenty of great games coming out in Japan for the system.

(Source: videogames.com poll results for Friday, Sept. 4, 1998)

Romero Directs Resident Evil

The video game-to-movie adaptation everyone wants to know more about (apart from Lara Croft's big-screen debut) is *Resident Evil: The Movie*.

Capcom and Constantine Films, the movie's production company, have hired George Romero, director of *Night of the Living Dead* and *The Dark Half* among others, to write and direct. Production is at a very early stage, and a location, stars and a time frame for the film's release have not been determined yet.

We recently spoke with Romero (look for the full interview next issue), who told us that Capcom hopes to have the movie ready for the release of the third game in the series, which at this point has not been announced.

As for the movie, Romero says that it will be a true horror film targeted at an older audience, those who are fans of the game. "I'm hoping that it can just be dark and chilling like the game—good zombies, good makeup, good effects. I've had the advantage, doing my zombie films, of not having to have them rated. I think for the U.S. release it's going to have to fall within an 'R' because it'll be an expensive film, and nobody's going to take the chance of letting it go unrated," he said. "Our plan is to shoot it balls out, so somewhere in the world there will be a harder version of the thing, and maybe we can put it out on a Director's Cut or release it in certain countries where restrictions aren't as tight."

The plot will be based on the events of the first *Resident Evil* game.

This is certainly good news for fans, as it looks like this time there will finally be a movie based on a video game that's made for fans and not for kids.



Good News/Bad News

Good News

... for Blitz fans. A Game Boy Color version of the game is in the works to be ready by the holidays. Exactly how the game will look on the small screen and with only two buttons is still a mystery.

Bad News

... for N64 fans. Nintendo was up in the air as to whether or not it'd release the 4 MB RAM expansion pak.

Good News

... for N64 fans. Right before News went to press, Nintendo said at ECTS that it is planning an official release of the 4MB pak.

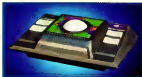
Bad News

... for N64 fans. The 64DD's delay in Japan

until June 1999 could spell the end of the system coming to the United States.

Good News

... for retro gaming fans. Nyko announced that it will be bringing the first trackball controller to the PlayStation. Called the Classic Track Ball, it works with all PlayStation Mouse compatible games.



Perspective

Catching the Next Wave

by Chris Johnston

Don't stop playing your current game machines just yet. Even though Sony, Nintendo and Sega have new machines on the horizon, there's still life left in the 32-Bit (and 64, counting Nintendo) market. While those of us working at gaming mags and in the industry speculate, try to anticipate what we'll be playing next and drop our jaws at the first signs of new systems, it's still you the consumer who has to decide to buy them or hold on to your old machines. Which of these new systems will survive, and which will be confined to the back walls of video game shops across the country? At least as far as the DC, PlayStation Next and Nintendo 2000 go, it's way too early to even begin speculation about who's going to end up on top.

Whether you call it PlayStation 2 or PlayStation Next, it's inevitable that Sony will launch a successor to the PlayStation. Sony is the newcomer, but its background in consumer electronics will help when it comes to going after new machines from Sega and Nintendo.

Sony's main problem with its next system is that already a boatload of developers have their hands on Dreamcast development hardware—it's easy to program for, and it's got multiplayer Internet capabilities out of the box. Sony's next machine can't be sold on name alone. While Sony has gained an impressive library of first-party titles on the PS, it's outside support that makes or breaks a system, namely that of Capcom, Konami and Square.

Sega's in the unenviable position of having revealed its hand and started the chain of events which will lead to the next generation of consoles. This gives Sony the time to look at what Sega's got, and make PS Next that much better and more developer-friendly. Throw DVD and MiniDisc into the mix and you've got customizable games that have video of impeccable quality and a machine that can also play movies. I'm sure that Sony is simply writing in the wings with several different specs for the machine which include DVD and MD, seeing how Sega will price the Dreamcast. If the DC happens to land at \$199, it's a good bet PS Next won't have DVD built-in.

If Nintendo plays its cards right, the N64 can survive on first-party titles alone. While a lot of third-party games are getting better, it's been painfully obvious that Nintendo and Rare are in a league of their own. With the 4 MB RAM upgrade the N64 has all it really needs for the next year or two. After that, Nintendo has to start thinking about a new system. Dreamcast and PlayStation next will be huge leaps above the N64, which has been restrained solely by the cartridge medium.

Stay tuned gaming fans, 1999 is going to be an interesting year.

32 million

Number of PlayStations Sony has sold worldwide since its launch in 1994.



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INTERACT

Gaming On the Air

Video games and TV shows share the same outlet, but there aren't many TV shows about video games. In case you're wondering what to do or watch after turning off your console system, check out these shows to satisfy your gaming appetite.

GameSpot TV

When: Saturdays, 9:30 a.m. EST
Where: ZDTV, cable channel devoted to computers, the Internet and gaming. Channel 237 on DirecTV, check your local cable listings to see if you get it. Or check www.zdvtv.com to find out if it's available in your area.

What: Weekly show dedicated to computer and video games, featuring reviews from GameSpot and videogames.com, competitions, tips, strategies and features. Every week there's a rundown of the latest gaming news, game reviews, competitions or strategies in the ring and more. Your TV hosts are Lauren Fielder, Adam Sessler and John Villarreal.

Upcoming: Lauren Fielder interviews Atari founder Nolan Bushnell, Behind the Scenes of EA's Knockout Kings and Behind the Scenes of Tiger Woods Golf.

More information: Visit www.zdvtv.com/gamespottv/ for more information on GameSpot TV.



Hosts Adam Sessler and Lauren Fielder bring you news and reviews on GameSpot TV.

Wild 9 and an interview with Shiny's Dave Perry, previews of Zelda 64, a look at the PC title Dune 2000 and more.

More information: Visit elcplay.com for an episode guide and station information.

Video Game Slams

When/Where: Video Game Slams is a bimonthly show that runs on public access in the Bay Area. If you live in San Francisco, you can catch the show on TCI cable channel 53 the first and third Wednesdays of each month at 8 p.m. PST. If not, you can get RealVideo episodes over the Internet at www.slams.com.

What: Video Game Slams is mainly a game review show slinging almost a dozen reviewers with pseudonyms like The Invisible Reviewer, Agent Twist and Lord Dare. There's also a healthy dose of humor injected into each segment, and anything can and will happen. You might also catch an interview or two (in a recent one they talked to the designers of Colony Wars: Vengeance) or game competitions.

More information: Visit the Video Game Slams Web site located at www.slams.com.



Canadian-produced Electric Playground features in-depth interviews and reviews in a magazine format.

Electric Playground

When/Where: Sundays, 8:30 a.m. EST on Canada's Space Channel (similar to the Sci-Fi Channel in the States), and weekend times on the West Coast in the States and throughout Canada on local stations.

What: The Electric Playground is a weekly video game show that features game reviews, previews and interviews with the industry's elite. EP has already racked up two seasons' worth of episodes the second of which is airing now, including behind-the-scenes looks at the hottest games, an entire episode devoted to Es, interviews with Naughty Dog, Shigeru Miyamoto and more. The show is hosted by game music composer Tommy Tallarico, Victor Lucas and Kelly Benson.

Upcoming: An explosive look at



Video Game Slams and its cast of reviewers serve up the latest games.

Developer Profile



Pictured left to right are: Alex Hastings, John Fiorillo, Matt Whiting, Oliver Wade, Alex Schaefer, Craig Stritt, Chuck Suong, Ted Price. **Missing are:** Jared Hardy, Alain Maindron and Dan Johnson.

Insomniac Games

Location: Los Angeles

Web Site: www.insomniacgames.com

Gameography: Spyro the Dragon (for SCEA, 1998), Disruptor (published by Universal Interactive Studios, 1996)

Other games by team members: Sonic 2, Sonic Spinball, Ecstasica, Aladdin, Maui Mallard, Lion King, Black Dawn, Treasures of the Deep, Cardinal SYN, Cold Shadow
of employees: 12

Next project(s): Top-secret at this point
During breaks from late-night programming sessions, we: Play Bust-A-Move2. Loser has to go pick up dinner.

The most exciting thing about developing a new game is: Two months of pure, unadulterated technology coding. And when you create a new piece of technology, everyone has to call it by the name you choose. So far our favorites are "moby," "dingleberry" and "dikfer."

As a developer, we would want the next generation of console systems to have this to make our job easier and our games better: Hardware kludge support

Story behind our team name: Originally we worked as Xtreme Software, but when we found out that a database company from Arizona had already registered the name, we had to start from scratch. After six months of unsuccessfully submitting names like "Ragnatrk," "Ice-g" and "Planet X" for name searches, we were still coming up empty. It was about a month before we began PR for Disruptor and Inspiration finally struck. The term Insomniac describes a lot of people here (as well as most people in other development companies) and we also liked the double-entendre (i.e., we hope we can make games that make people forget about the need for sleep).

Or the short version: We drink way too much caffeine ...

Favorite programmer snack food: Ham & Cheese Hot Pockets, French Onion Triscuits, Chinese food and Mountain Dew.

Music that inspires us: Anything by Stewart Copeland

Company motto: NO BUREAUCRACY

Tidbits



Zelda Goes Gold

Waiting for that gold Zelda cartridge, anticipating when you'll finally be able to play Miyamoto's new masterpiece? It won't be too long now, and if you preurchase the game, you'll get a gold Zelda cart. If you don't, you'll miss out and get the standard N64 gray. Nintendo will begin its official preurchase program on Oct. 24, which runs through Nov. 22.

Best AC Gets the Spoils

ASCII Entertainment is celebrating the release of Armored Core: Project Phantasma with a contest to see who can design the best AC. Submit your work on either a PS memory card or videotape (although this may distort the graphic quality somewhat) with an official registration card for a chance to win a \$500 prize. Contest ends Dec. 11, 1998, and entry materials become the property of ASCII Entertainment Software. For details, visit www.asclient.com or call (650) 780-0266.

Arcades: On Test

Atari:
Site 4 (Area 51 sequel) - California

Capcom:
Street Fighter EX 2 - California, North Chicago Suburbs

Konami:
Fisherman's Bait - Downtown Chicago and Suburbs
Hip Hop Mania - West Chicago Suburbs
Racing Jam Chapter 2 - Downtown Chicago
Hell Night - Chicago

Namco:
Soul Calibur - California

Sega:
Daytona 2: Battle on the Edge - California
Ocean Hunter - Goffland
Spikeout: Digital Battle Online - Goffland

Tests take place in select arcades only. California tests are likely to be in the Bay Area only. Well-known test sites in the United States are Goffland in Sunnyvale, Calif., and Diversions in downtown Chicago. Games on test are subject to being pulled at any time. We cannot guarantee that these games will still be on test after press time.

At the Arcades

Atari Fighter Canned, Namco Down, Bright Future

Tenth Degree Conceled

Atari's 3D fighter, Tenth Degree, originally scheduled for release within the next few months, will no longer be popping up in arcades. According to sources at Atari, it's partly due to the seemingly poor earnings of newer arcade fighters. Atari decided it was not worth the risk even though it had gained notoriety at test locations as the "everything" fighting game. Designed with the help of James Goddard, one of the people who helped make the original SFII the god-like game it is, Tenth Degree was supposed to have 2-in-1's, 3-in-1's, real skill-based combos and several other cool features most of us feel new fighters have lacked lately.

Namco Nixes Cybertainment?

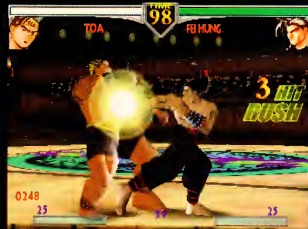
No, however they did file for Chapter 11 recently to reorganize their company and get enough leverage to renegotiate several fixed long-term leases that don't seem to make much sense in today's market. As of press time, business is resuming as normal in the Namco offices, although several Aladdin's Castle locations have closed their doors.

Save Your Tokens

The arcade shows are coming. AMOA is quickly approaching, as is JAMMA, both taking place the third week of September. We now know at

least a few of the games that will be shown at JAMMA will hopefully make an appearance at AMOA as well. Some of the highly anticipated games said to be appearing at JAMMA are the new Gauntlet by Atari, two new fighting games including a new mech fighting game by Capcom, a sequel to Tokyo Wars, a new driving game by Namco, as well as sequels to Sega's shooters House of the Dead and Gunblade. Sega will also have Spikeout (see Arcade Previews Gallery in this issue) and a new Model 3.1 gun game called Ocean Hunter, which looks incredible. SNK will have several new titles including King of Fighters '98, a few new titles for its 64-Bit Arcade system and its own gun game called Break Busters: The Second Nightmare. Finally, Capcom is working on a new game based on the Final Fight series called Final Fight: Revenge. This game will be shown behind closed doors at one or both of the shows. Looks like there's going to be quite a bit to look forward to in the next few months!

You'll never see this fighting game in your local arcade. Atari Games recently canceled Tenth Degree, which was designed by Street Fighter master James Goddard.



"The Best Armored Core of Project Phantasma" contest

Customize your very own AC and submit your artwork on either a memory card compatible with the PlayStation® game console or video tape with your official registration card and get a chance to win **\$500.00**.

Contest ends December 11, 1998. For more details, visit www.asclinet.com or call (650)780-0166.

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17 brand new missions

ACs can be outfitted with over 100 parts-weapons, body armor, jump jets, and more

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Data from original Armored Core can be utilized and downloaded

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WELCOME TO THE GORE

What ever happened to ...

Pitfall forever changed video games when it was released in 1983, creating a genre of side-scrolling action-platform titles that has continued to today. The man behind the original Pitfall is David Crane, whose credits include other hits like Freeway (Activision, 2600), Little Computer People (Activision, Commodore 64) and A Boy and His Blob (Absolute Entertainment, NES).

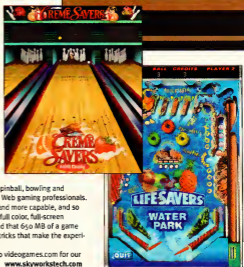
Since the days of Absolute Entertainment, Crane has vanished from the console video game scene, but now is working on video games on a different kind of platform—the Internet. Garry Kitchen, another game designer who did Keystone Capers (Activision, 2600), and Crane founded Skyworks Technologies in 1995.

The company designs Web sites and creates Shockwave games for Fortune 500 companies. Skyworks Technology's main site is Candystand.com, LifeSavers' home page, but has also designed sites for Nabisco (chipsahoy.com) and others. Crane now serves as the company's Chief Technology Officer, creating the games that you'll find on sites the company has worked on.

Crane told us that since back in the days of the 2600 and NES they had to deal with the limitations of these systems, that designing games for the Web and its limitations is a natural progression and a challenge. The games on Candystand, for instance (and its limitations) are varied and fun, from pool to pinball, bowling and more, the games aren't the average Web fare and have garnered acclaim from Web gaming professionals.

"What happened to the video game business is that the systems got more and more capable, and so people began to say, 'Well gee, I can put 700 rooms in my adventure game in full color, full-screen pictures. I can do all these things, therefore I will,'" Crane told us. "Yet you find that 650 MB of a game is not necessarily any more fun than a KB of a 2600 game. It's techniques and tricks that make the experience richer than it otherwise would be."

Be sure to check out Crane's Internet games on The Candystand, and look to videogames.com for our full interview with David Crane. www.skyworkstech.com



Tidbits

Neo Invaders

Activision has secured the rights to Taito's classic arcade shooter Space Invaders. There are plans to create new games based on the series for the PC, PlayStation, N64 and Game Boy worldwide except in Japan. Taito will publish these titles in Japan, licensed from Activision. Now 20 years old, Space Invaders has been remade for most of the more popular systems, including the 2600, Game Boy, Super Nintendo and others (some versions only appeared in Japan).

www.activision.com

THQ's New Quest

Quest 64 was the first RPG to hit the N64. Now THQ is aiming to hit the system with a second role player. The company recently signed a deal with Canada's very own H2O Entertainment for a game called NomenQuest. It's set for release around the end of 1999 and is being developed with the help of new lead designer Chris Klug, known as the designer of TSR's "DragonQuest" board game. www.thq.com

Late-Breaking ECTS News ...

Gex In Cahoots With Lara

At ECTS, Crystal Dynamics confirmed that it has been bought by Eidos, home of video game babe Lara Croft. Gex 64 will remain with Midway and the Game Boy Color version of Gex will remain with distributor SVG. All others will revert to the Eidos label, including The Unholy War and Legacy of Kain: Soul Reaver.

Broadcasting 24/7

A 24-hour video game channel? Where? That's right, Game One, Europe's (and probably the world's) first video game channel went live via satellite the second day of ECTS. The channel offers 24 hours of six different programs featuring news, reviews, features and "Inside perspectives" on video games. Estimated potential viewers by the end of '98 total more than 3 million. Producers liken the new channel as a pioneer, much like MTV was in the early '80s. Game One hopes to roll out in the United States sometime in the future.

Nintendo Relies On Link

At ECTS, Nintendo's main attraction was Zelda 64. At press time, Zelda 64 is in its final days of tweaking, aimed for release in Japan on Nov. 14 and the United States on Nov. 23. Zelda is a game so important to Nintendo's 1998 performance that the game's creator and lead designer Shigeru Miyamoto, contrary to

earlier plans that had him attending ECTS, remained in Japan to finish up the very final stages of development.

Infogrames/Activision

Word on the street at ECTS indicates that Infogrames (who owns a portion of Game One) and Activision are planning to merge. Apparently Infogrames wants to take on EA for king of the publishing hill. Merging with Activision could give them a little bit of an edge. A merger has not been confirmed or announced at press time.

With or Without RAM

The biggest question facing the N64 this year isn't whether or not the DD will ever come out (although that is another big question), but whether Nintendo will release the 4 MB RAM expansion pak that is used in several upcoming third-party titles. Nintendo remained quiet on an exact release, but said that it will be hitting shelves in the future. It's likely that the Pak will show up packed with a game that uses it, of which there are currently Perfect Dark (which won't hit until late '99), Turok 2, Extreme-G 2 or Rogue Squadron. Turok 2 was only on display at ECTS using the RAM expansion, not in the standard Low-Res Mode that you get without it. So while an official announcement still hasn't happened, it should very soon.

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www.mindscapegames.com



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- Star Wars Episode One
- Zeldia, Zeldia, Zeldia
- Rumors and Truths
- Dreamcast under \$200?
- Rare games delayed
- The truth about Sushi-X

Quartermann

Sega is dominating the news somewhat at the moment but the gossip and rumor is fairly Nintendo-centric. The Q's spies have been hunting around all month for some juicy stuff to bring you, and as we approach the silly season near Christmas, there are all kinds of stories floating around. In a departure from usual style this month we bring you the rumor and speculation along with the facts that the Q-network has been able to unearth.

The Rumor

Star Wars: Episode One, the game will be released on multiple game systems at the same time as the film (Memorial Day 1999). There are strong indications that a Dreamcast version is also in development.

The Truth

There are in fact two Star Wars: Episode One games in development across multiple formats. With the enormity of the license it would be safe to bet that they will arrive in some combination of N64, PlayStation and PC. The DC rumor is still unfounded... but don't be too surprised if we see something near U.S. DC launch.

The Rumor

Zelda: The Ocarina of Time WON'T be released by Christmas. At E3 it was running on N64s with 4Mb RAM expansions, the code is still nowhere near finished and Miyamoto has yet to finish the magic system. Rumors even stretch as far as saying that the game won't hit Japan until next year... well after the crucial U.S. release.

The Truth

It was touch-and-go for a while, but Nintendo is adamant that the game will ship in November as planned. It's true that much of the code wasn't ready... and that at E3 it wasn't optimized, but the Q's spies are assured that everything is ready to go. And on a good cart if you preorder the thing.

The Rumor

Zelda is Miyamoto's undoing... it's actually a load of crap.

The Truth

Shyeah... right.

The Rumor

Nintendo has signed up to distribute Rogue Squadron just in case Zelda isn't released on time.

The Truth

Originally, last month's EGM cover star was to be the first LucasArts N64 game to be published as a third-party title. All of a sudden though, Nintendo had a change of heart and returned to renegotiate the deal. Nintendo representatives were previously reported to have stated that Rogue Squadron would be "the big hit for the holidays." It was assumed that this should be followed with a silent "after Zeldia, of course." Whether Zeldia makes it or not, it would seem that Nintendo isn't hedging its bets.

The Rumor

The 64DD is dead, Nintendo has the accompanying 4Mb RAM pack available but isn't sure whether to release it "solus" or not.

The Truth

All N64 development systems use the RAM expansion module and the Q's spies have discovered that the things actually cost about \$20 a piece at "cost." Pretty expensive for a puny 4Mb, but it is crammed into a tiny space and surrounded in injection-molded plastic. Many games are being developed with RAM expansion

functionality in place (Turk 2 and Extreme-G 2 both run in hi-res for example) and are just waiting for Nintendo to take the plunge. Presumably the big decision revolves around a) the fact that the module was supposed to accompany the 64DD and releasing it separately would be like admitting the DD won't happen, and b) a suitable (preferably first-party) game needs to be found to do a pack-in. StarFox/Rumble Pack-style for \$60 or so. The obvious choice for Nintendo would be Perfect Dark (which also runs in hi-res on the module) but that isn't due until late next year... or even later. We'll be lucky to see it this millennium the way it's looking. The module will be released... and it'll cost \$29.95.

The Rumor

Conker 64, Jet Force Gemini and Perfect Dark are way, way, way behind schedule.

The Truth

It would seem so. Conker is now expected in 2nd Qtr. '99... so that's March at the earliest. As for the other two... who knows?

The Rumor

Dreamcast graphics processing hardware is actually considerably more powerful than Sega had previously anticipated.

The Truth

Previously it was thought that 2-3 million polygons per second was a reasonable guessimate for the final power of the system. With the release of Sega's Set's development kit (the "real" thing... at last!) it would seem that the machine, equipped with all of the proper tools and a decent programmer, is actually capable of shifting a million polygons per second. This puts the system well in advance of Sega Model 3 arcade hardware as previously anticipated... and means that the first time you see it in action, you may actually crap yourself. Wait until you see Sonic moving.

The Rumor

Dreamcast will be under \$200 when launched in the United States.

The Truth

Sega of America won't be drawn on the price, but have said that "the price of the system won't be an issue for people." Make of that what you will... we reckon it means it's going to be cheap (compared to other systems at launch).

The Rumor

Sushi-X is a fictional character so infamous even our competitors run items in their news about him.

The Truth

He's real, he's sitting next to me as I write this (I'm real too), and last month he ordered Indian take-away food for the whole team that was so expensive Johnny England nearly fainted when presented with the expense claim.

The Rumor

PlayStation 2... backwardly compatible, branded as PlayStation, DVD-based, released Christmas '99 in Japan.

The Truth

Who the hell knows? SCEA is keeping remarkably secretive. There will be 19 million PlayStations out there (just in the United States) by March '99 though, so Sony isn't in any big rush right now. It can be quite casual, so sit back, watch what Sega does and produce something that compensates for any criticism Dreamcast comes under. Sneaky, eh?

• The "Q"



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www.ebworld.com

International News

Wait 'Til Next Year

Nintendo tells gamers that the DD won't be ready 'til '99

Nintendo held a meeting recently with analysts and stock companies to announce its plans for the next year or so. At that meeting, Nintendo formally announced the delay of the N64DD to June 1999. Nintendo also said that it would not hold its annual Space World exhibition in November, instead holding off until before the launch of the DD.

According to reports in the *Nikkei Shimbun*, the DD will have a communications feature so users can add new data to disks and games via phone lines. Users will access Nintendo's host computer via modem to download new data to the games. Additionally, there is a plan to

install data-writing machines in convenience stores, similar to Nintendo's current Super Famicom Nintendo Power system.

Nintendo said that it will exhibit games at the Autumn Tokyo Game Show (Oct. 9-11, look to videogames.com for complete coverage), but it's not known exactly what it'll show—and it may only be video clips of upcoming games. Nintendo doesn't have a booth at the show.

The Legend of Zelda: The Ocarina of Time will be released in Japan on Nov. 14, with Banjo-Kazooie's Big Adventure (known just as Banjo-Kazooie in the States) on Dec. 5 and Pikachu Genki De Chu on Dec. 12.

www.nintendo.co.jp

My Two Cents

I think summer of 1999 will be a little too late for the 64DD. By this time next year, people will be ready for the next generation of systems, namely Dreamcast and PlayStation Next, not an add-on for a three-year-old cartridge-based console—despite how cool an idea the 64DD is. Nintendo is slowly losing market share, and they desperately need the 64DD to come out this

Christmas, alongside Zelda, to get the world excited about the Nintendo 64 again. I suggest they give up on the whole thing and concentrate on making a new, DVD-based super machine that will put all other systems to shame.

But if Nintendo makes a Metroid 64DD, I'll eat my words.

—Dan Hsu

International Bits

Capcom Joins DC Team

Capcom has announced it will reveal its first Dreamcast game at the time of the system's launch in November. Capcom is the first major software publisher in Japan to officially announce support for the machine, aside from Hudson. Others such as Square, Enix and Namco have yet to announce any plans to support the machine. Now that Capcom has announced, it's expected that others will join in the near future.

While it has not announced which title will be its first Dreamcast game, it's expected that the continuation of its Bio-Hazard series is the most likely candidate. It's been reported that this new title will be compatible with new Dreamcast functions such as the vibration controller (something which has not yet been officially announced) and new 3D graphics. Apparently Capcom has already started testing the game on DC hardware. There are plans to release five or six more titles after this, and the company is currently working on a set of 24 serial games.

With Capcom officially on board, it can't be too long before we see Street Fighter III, Mega Man and more on the Dreamcast. Just imagine an arcade-perfect version of X-Men vs. Street Fighter is enough to cause pleasure overload!

Capcom also announced that another title for the N64 is in development.

www.capcom.co.jp

Sonic Rocks Tokyo

Sonic Adventure's Tokyo premiere was a grand event—three stadium-packed showings, a demonstration of the game and more. During the event, the crowd was treated to an overview of the Dreamcast system (the same overview used when the system itself was unveiled) by Sega Enterprises President Shouchiro Irimajiri, before Yuji Naka, creator of Sonic took the stage to show off his latest work.

In addition to Naka and Takashi Iizuka, the game's director, showing off a couple of the game's levels, there was a video shown of Sonic Team's travels around the world where they collected information for the environments used in the game. Afterward, Segata Sanshiro led the crowd in a Sonic Chant, which will be used in the game, and a performance of the game's main theme (lip-synched though) by Sega's sound team.

Sonic Adventure will be a launch title for the U.S. release of the DC, but may not be in Japan. The release date for the title is scheduled as "end of the year." However, Sega does expect the game to sell more than a million copies.

Check out our Sonic Adventure feature in this issue for a look at the game in action.

www.sega.co.jp

Crowds gather, the sound team "performs," and Hidekazu Yukawa, Sonic, Irimajiri and Yuji Naka pose for pictures afterward.



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www.activision.com

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Top 20

The Top-20 Best-Selling Games of July, 1998

Rank	Game	Platform	Last Month
1	Banjo-Kazooie Nintendo	N64	3
2	WWF War Zone Acclaim	PS	NEW
3	Gran Turismo Sony Computer Entertainment	PS	1
4	Mission: Impossible Infogrames	N64	NEW
5	Mortal Kombat 4 Midway	PS	10
6	Mortal Kombat 4 Midway	N64	11
7	GoldenEye 007 Nintendo	N64	6
8	NFL Xtreme Sony Computer Entertainment	PS	NEW
9	Road Rash 3D Electronic Arts	PS	8
10	Tekken 3 Namco	PS	5
11	MLB Featuring Ken Griffey Jr. Nintendo	N64	2
12	Quest 64 THQ	N64	7
13	Super Mario 64 Nintendo	N64	17
14	Mario Kart 64 Nintendo	N64	19
15	All-Star Baseball 99 Acclaim	N64	4
16	Triple Play 99 Electronic Arts	PS	18
17	Tomb Raider Eidos	PS	---
18	Crash Bandicoot Sony Computer Entertainment	PS	---
19	MLB 99 Sony Computer Entertainment	PS	14
20	Vigilante B Activision	PS	12

Banjo-Kazooie

1

It was only a matter of time before Banjo took the top spot. Despite the questionable character designs (I swear I've seen that bear on a cereal box before ...), the depth of gameplay is unmatched. Another brilliant gem from Rare and well-deserving of #1.

9.5 | 9.5 | 9.0 | 9.5

Shawn Crispin John O'Quinn



WWF WarZone

With its hilarious Create Wrestler Mode and action-packed multi-player play, it's no surprise that WarZone's doing so well. Expect to see the N64 one here next ish.

8.5 | 8.0
Oan Oan

7.5 | 7.5
John R Shawn



Gran Turismo

Gran Turismo may have been knocked from the top spot, but don't expect it to leave the list anytime soon. A car fan's dream, GT's gonna be around for a while.

9.5 | 9.5
John O John R

9.0 | 9.0
Oan Krag



Mission: Impossible

After being delayed for like ... ever, Mission: Impossible finally made it onto store shelves. But was it worth the long wait? Your wallets say, "Yes!" We say, "ehh ..."

6.0 | 6.5
Shawn John O

5.0 | 5.5
Crispin Krag



Mortal Kombat 4

Midway's outrageously popular arcade series may be getting old, but as long as it pulls in the big sales, the sequels will keep on coming. Is this a good thing?

6.0 | 6.5
Oan John O

6.0 | 6.0
John R Sanku

Which of the following Sega Saturn imports are you interested in?




■ Deep Fear
 ■ Shining Force III - Scenario 2
■ Dracula X
 ■ Radiant Silvergun
■ Phantasy Star Collection
 ■ Sol Divide

Source: videogames.com Poll Aug. 27, 1998

Source: NPD TRSIS Video Games, July, 1998. Call them at (510) 827-7343 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

Top 10 Editors' Picks

- 1** F-Zero X
Nintendo 
- 2** Rogue Trip
GT Interactive 
- 3** Spyro the Dragon
SCEA 
- 4** Body Harvest
Midway 
- 5** WCW/NWD Revenge:
THQ 
- 6** Colony Wars: Vengeance
Playprogs 
- 7** Rival Schools
Capcom 
- 8** NHL 99
Electronic Arts 
- 9** Space Station Silicon Valley
Take 2 Interactive 
- 10** Kageza: Decapton 2
Tecmo 

Top 10 Arcade Picks

- 1** Soul Calibur
Namco
- 2** NFL Blitz '99
Midway
- 3** Street Fighter Alpha 3
Capcom
- 4** The King of Fighters '98
SNK
- 5** Time Crisis II
Namco
- 6** Street Fighter EX 2
MkII/Capcom
- 7** Harley Davidson & L.A. Riders
Sega
- 8** Racing Jam
Konami
- 9** Vaper TRX
Atari
- 10** Marvel Vs. Capcom
Capcom

Top 10 Japan

Courtesy of Funbox Magazine
as of Aug. 23, 1998

- 1** SD Gundam G Generation
Banami 
- 2** Kave no Nushi Zuri: Hiyou Wo Motomete
Iridia Soft 
- 3** Star Ocean: The Second Story
Enix 
- 4** Powerful Pro Baseball '99
Konami 
- 5** Pokémon Stadium
Nintendo 
- 6** Bio Hazard 2: Dual Shock Version
Capcom 
- 7** GunBarl
Banami 
- 8** XI [さい]
Sony Computer Entertainment 
- 9** Pocket Monsters
Nintendo 
- 10** Kageza: Kokameikan Shinshou
Tecmo 

Dreamcast Release List

There's been a whole lot of talk about what games are and aren't going to be released for Dreamcast. With Capcom's recent announcement that it is officially throwing support behind the machine, things are bound to heat up very quickly. Expect more games to be announced at the Autumn Tokyo Game Show in preparation for the machine's Nov. 20 launch in Japan. Keep in mind many games in this list will never appear on U.S. shelves even when the Dreamcast is released here.



11/20:

Sonic Adventure - Sega*
Seventh Cross - NEC Home Electronics
PenPen Tri-Icelon - General Entertainment

Sega's other rumored Japanese launch titles:

Virtua Fighter 3
Sega Dream Rally
Super GT / Scud Race
Daytona 2
The Lost World

End of '98:

Sengoku Turb - NEC Home Electronics
Godzilla Generations - Sega
D2 - Warp
Monaco Grand Prix - Ubi Soft

'99/TBA:

Actua Soccer - Gremlin
Actua Golf - Gremlin
Alone in the Dark 4 - Infogrames
Elemental Gimmick Gear (EGG) - Hudson
Incoming - Rage
Khahe (Heading North): White Illumination - Hudson
Looney Tunes - Infogrames*
Mercurius Pretty - NEC InterChannel
Metropolis - Bizare Creations
Monster Breed - NEC InterChannel
Mortal Kombat 4: Special Edition - Midway*
NFL Blitz - Midway*
Outcast - Infogrames
Prince of Persia 3D - Red Orb

* confirmed for U.S. release

Stood up by a blonde?



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RULE #2

INSIST ON THE RIGHT-OF-WAY.

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Authentic team play styles like the Bulls Triangle Offense and the Celtics Press



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NBA JAM 99

sweat the details

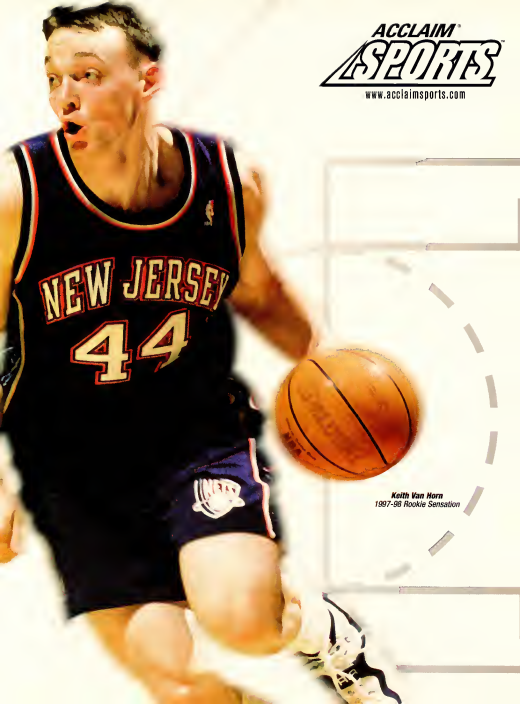


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Keith Van Horn
1997-98 Rookie Sensation

Nintendo 64

Game Directory

- Turok 2: Seeds of Evil
- NFL Quarterback Club 99
- Extreme-G 2
- Fox Sports College Hoops '99
- Tonic Trouble
- Rush 2: Extreme Racing USA
- Twisted Edge
- Snowboarding

PREVIEWS

Turok 2: Seeds of Evil

The Most Impressive N64 Game Ever?

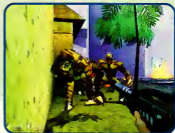
We've been pretty excited about the imminent release of Turok 2 for some time now. Since we featured the game on our cover on the June issue of EGM, the development team at Iguana has made some significant advances in the way it both looks and plays.

It's been a while now, so it was a pleasant surprise when we got the chance to grab a joystick and play the game in a near-complete form. As predicted, it looks absolutely gorgeous. The real-time lighting effects are all working beautifully, and the action slips by at a zippy frame-rate that rivals many PC games. The new weapons are in ... the missions are just about finished ... and the AI is nearly complete.

As we reported back in June, this is going to be a 32Mb game for the N64—and as a result we're going to see a lot of very flashy stuff crammed in there. Enemy AI is especially noteworthy. Wander into a room, spot a bad guy and watch as he dives behind a pile of boxes to keep out of your line of fire. Run after him and enjoy a Keystone Cops-esque chase round and round as he tries to evade you because he knows you'll outgun him. It's subtle stuff, but it's there. What's even more impressive is when you see some of the other bad guys working in teams in order to flush you out of a hiding place. It can get pretty spooky.

Other significant points that we've not seen before are the Bosses. They're HUGE. The incredible polygon-pushing power of the N64, coupled with the skin-based texture technology employed by the team means that the Bosses are not only very large and very agile, but they also have an eerily realistic quality as their skin pulls across their enormous bodies. One Boss in particular, currently known simply as "Mother," is one of the most revolting creatures ever seen in a video game. Needless to say, Turok 2 project leader Dave Dienstler was thrilled to bits when a group of journalists made genuine "yuck" sounds when Mother slobbered

Publisher/Developer	Players/Genre	% Done	Release
Acclaim Acclaim/Iguana	1-4 Action	60	October 1998
Web Address: www.acclaim.net			



Take aim! Enemies react differently depending on where you hit them. Shoot them in the head, and it'll snap back. Shoot them in the arm, and they'll spin around

onto the screen.

The four-way multiplayer stuff is pretty much implemented and the usual frag-fest is accompanied by a new style game, "frag tag" which should keep people amused for some considerable time. If you've ever really wanted to pick on someone in a multiplayer game, this is going to be a popular choice.

We have to save the best until last, though. After seeing the latest demo of the game, a 4Mb expansion module was slipped into the N64. The game was rebooted, an option selected ... and Turok 2 appeared running in 640x480 at a faster frame-rate than the standard vanilla version. Believe us when we say that this beats anything you've seen on the Nintendo 64. This is the console's answer to PCs' 3D acceleration.

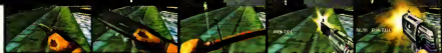
When Turok 2 ships in October the code for the Hi-Res Mode will be on the cartridge. All we need now is for Nintendo to release the 4Mb expansion module for a good price ... and soon!

My 2 Cents

Seeing Turok 2 running in Hi-Res Mode is truly incredible. Already the most impressive-looking console game around, the addition of the crisp and sharp visuals put it into the realm of "next generation" console gaming. It's incredible that such a small plug-in unit (see O-Mann, EGM #109) can make such a huge difference. The game runs faster in hi-res than it does in lo-res!!! Message to Nintendo: You have to release this pack as soon as possible.

—John Davison

Incredible Weapons



Talon

War Blade

Bow

Pistol

Magnum Pistol



Tek Bow

Razor Wind

Shotgun

Plasma Rifle

Flame Thrower

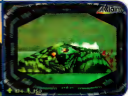
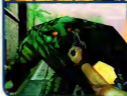
EGM
60

Turok 2 features beasts other than killer dinos. Here, knock out the hive and no more giant wasps will come after you.

In addition to killing, T2 features secondary objectives like rescuing imprisoned children. Save them and they'll say, "Thank you, Turok."



Above: We'll be serving roasted dino for lunch today. Pictured left: Turok 2 has a lot of carnage. Blood squirts here and there, bodies are sliced in half ... fun!
Lower left: The 4-Meg expansion pack allows for some incredible textures—even when there's an extreme close-up. Below: Trick stupid dinos into thinking you're going to take their picture—then BAM! Right smack dab in the eye ...



4 Megs

This is how much more memory you'll need if you want to take advantage of T2 in all its glory. Nintendo NEEDS to make sure it releases the RAM expansion pack for the N64 soon, so games like this can truly show themselves.

After cutting up some beasts, clean off the Razor Wind by knocking it on the wall.

For a futuristic alien chick, Adon ain't so bad, eh? A little pale though ...



PFM Mine Layer

Grenade Launcher

Firestorm Canon

Charge Dart Rifle

Scorpion Launcher



Nuke



Tranquilizer Gun



Flare Gun



Underwater Harpoon

Underwater Torpedo

Publisher/Developer Players/Genre % Done Release

Acclaim
Acclaim/Iguana 1-4 Sports 75 October 1998

Web Address: www.acclaim.net

NFL Quarterback Club 99

N64 Top Seller
Defends Its
Crown

48

Gallons of Gatorade consumed by the average professional football team during a hot-weather game.

Quarterback Club 99 has some pretty big shoes to fill, since the first QB Club was the top-selling N64 sports title of 1997. What makes it even tougher is the fact that the competition has figured out the whole high-res equals high-sales thing. But, pretty graphics can only go so far without some decent gameplay to keep it interesting (obviously). Undaunted, Acclaim has addressed this matter head-on and plans to wow us with a smarter, faster, deeper QB Club. Look out Madden, here she comes!

As mentioned, the AI was the biggest problem last year. Money plays were plentiful as were a lot of quirky AI moves. Defensive players would cover their zone but ignore the guy with the ball running by, etc., etc. These were really unacceptable problems which tainted the whole game as well as ruining its chances of being a true football sim like Madden or GameDay.

To combat this, the guys at Iguana have substantially beefed up the AI by several means. One such way—game strategies written by New York jets offensive coordinator Charlie Weis. Among other things, Charlie helped to implement authentic team playing styles: the 49ers' west coast offensive, the Steelers' ground attack, to name a few. Still another AI seminar involved intensive football strategy training for the programmers themselves. In other words, they lived, slept and ate football (yummy) in order to program a smarter game.

Other significant changes include a brand-new game engine made especially for Acclaim's sports titles (used in All-Star Baseball '99 already). In case you didn't know it, QB Club 98 actually used the Turok game engine. Hey if it works, why not?

Also new is a



No doubt about it, Quarterback Club 99 is a gorgeous game. We can only hope it's as smart as it is good-looking.

trademarked polygonal engine used to power the little guys. They call it Hi-Res™ and it features 640 x 480 resolution. Add to that all 30 stadiums rendered in 3D, 1500 different players (distinct body types) and 250 new animations including the Merton Hanks chicken dance and you've got quite a visual smorgasbord. But then again, graphics were never the problem in this game.

In addition to the normal stock of 31 NFL teams, QB Club 99 has six European Clubs. Finally some teams the Bears can beat, whoopee. But why stop with European football when you can create your own players and teams. Select their uniforms, salaries, abilities, coaches and even the logos. While it may not be as in-depth as WWF War Zone's create options, it's still fun to create a team called The Big Gilly Men or the Dump trucks! Let your imagination run wild.

It's all academic at this point but if QB Club 99 indeed takes all the AI improvements mentioned and continues to look awesome, we could have a great football game on our hands.



Referee calls made by the NFL's own Jerry Markebreit.



The camera can be positioned in several ways including this deep-angle shot.



The create-a-team function could be a lot of fun. Notice the bomb logo.

Buck BUMBLE



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NBA
LIVE
ES3



Publisher/Developer	Players/Cores	% Done	Release
Acclaim Acclaim/Probe	1-4 Racing/Action	85	October 1998
Web Address: www.acclaim.net			

Extreme-G 2

More Extreme
Racing On
The N64

13

Unlucky for some ... there are 10 basic bikes, plus two advanced ones that were designed by readers of the *Official Nintendo Magazine* in the U.K. and one final "super bike" capable of, ahem, "Extreme" speeds. These three extras are only opened up once sections of the game have been completed.

The original Extreme-G actually turned out to be something of a sleeper classic in the grand scheme of things. Although things will change in the next month or so with the release of both *F-Zero X* and *WipeOut 64*, the N64 has seen little in the way of futuristic racing games. The original XG was the right game at the right time, and it looked pretty tasty.

The sequel obviously has a considerable amount to prove. There's some established competition on the way, and the bar has certainly been raised on N64 games in recent months. The new game needs to have more features, it needs to look better and be even more enjoyable to play. Fortunately, the team at Probe seems to have achieved this in a relatively short space of time. Although only in development for somewhere in the region of eight months, the game has made some significant advances.

The first thing you notice is that the bikes have changed. They're no longer just wildly colored polygon slabs tearing around some pretty-looking tracks. They now all have a far more realistic physics engine applied to them which means they react more, um ... realistically. Now, physics isn't the most interesting subject in the world, so we won't bore you with too many details—but basically the way this has been achieved is that all of the cars now have a "pivot point" about which they twist and tilt. As they hurtle around the tracks they hug the ground in a far more convincing manner and actually look like bikes with proper shocks and suspension.

On top of this, the whole thing is a lot faster. So fast in fact, that a couple of the more "super" bikes are actually capable of breaking the sound barrier. Now, your average Kawasaki 125cc job isn't ever going to do that, so if you ever manage to get the thing to do it, it's extremely satisfying. As you hurtle past 733mph (or whatever the sound barrier is at sea level) there's a huge crash as the bike lurches forward ... all of the sound effects are hushed, the music stops and the bike streaks through the air with cat-like grace until it inevitably crunches against a wall and spoils the whole effect.

As you'd expect there is a splendid variety of weapons that can be picked up and used to ensure you win your races, and there are also new modes of play that take advantage of this. Normal races will see you trying to wipe out the competition and win. Others see you not bothering with the race, turning about-face and trying to destroy everyone so you win by default. Then there's the weird one ... there's a Deathmatch-style Mode



It looks very much like its predecessor, but XG2 is faster and considerably smoother. The new physics model makes a big difference to the look and feel too.



where you're not on bikes at all, but in these weird tank-looking things. And finally, rumor has it there are some Bonus Modes kicking around (for particularly diligent players) that don't use bikes or tanks. Should be cool.

Too Damn Big

Each track has its own very distinctive look, but unlike most other racing games, the tracks are huge. So huge in fact, that the whole thing will not fit into the N64's memory. To compensate for this, each track has three different layouts that make use of different areas (much like Ridge Racer). This adds greatly to the variety offered.



Publisher/Developer	Players/Games	% Done	Release
Fox Sports Interactive Z-AXIS	1-2 Sports	70	November 1998

Web Address: www.foxsports99games.com

Fox Sports College Hoops '99

College Basketball On The N64?

My 2 Cents

I'm all for more sports titles for the N64, especially collegiate sports. It's a niche market but with the success of EA's and Sony's college football games on the PlayStation, maybe more game companies should consider the same for the N64 market.

—Dean Hager

Z-AXIS has had this title under development for some time now. The choice to go with a college format was probably made to fill that untapped niche no doubt. Looking remarkably similar to NBA Courtside, Hoops '99 sports the standard fully rendered polygonal players in "true" 3D environments. Players move fluidly at about 30 fps while performing a bounty of moves. Some of them include: exaggerated swats, cheesy-looking reach-ins and impressive 360 drives to the hoop. Even the maneuvers look similar to those in Courtside which, by the way, is meant as a compliment.

College Hoops '99 has the complete NCAA license, and therefore, 112 real college arenas, complete with chanting crowds, music and squeaking sneakers. Fox has also slipped in something they call Broadcast Graphics. Basically it's an attempt to give the game a TV broadcast look and feel. This is done through score highlights, clock updates and music bits. And of course the halftime band cranks out fight songs.

The bread and butter of college ball is the tournaments and championships. Hoops '99 offers Full Season Mode, conference tournaments and of course the Big Dance and Final Four.

Gameplay is always the big question with new sports titles. Although the developers are still tweaking, it's apparent this too has been borrowed from the NBA Courtside model. The result? More skill is needed to drive the lane successfully. For that matter the whole game requires more patience and practice. Long-bomb passes will get intercepted about 40 percent of the



While College Hoops '99 is not nearly as flashy as some of the other N64 hoop titles, it is the only college sim.

time, just like in real life. Taking too much time around the three-point line will attract aggressive defenders who'll steal the ball. And lastly, driving the paint requires much more than holding down the Turbo button and swerving in and out of the defense for the easy jam. Try that here and you'll get blocked out or rejected. Instead, players must master the controls—drive the lane with skill using dribble switch-overs to put defenders on their toes, 360 spins to get out of tight spots and sidesteps to find the open shot. In short, if you get good at a game like this it's because you know what you're doing. Basically that's the hope we have for all sports games—not just basketball.

While the N64 may not have many basketball games, both Hoops '99 and NBA Courtside have pushed the interactivity threshold. We'll have to wait and see what NBA Jam and NBA Live have to offer later this year when they're released.

Starring EGM



NCAA regulations prohibit players' licenses. So since they can't use the real players' names, the programmers used ours instead. You can find the entire *Electronic Gaming Monthly* staff sprinkled throughout this new NCAA.





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Publisher/Developer	Players/Genre	% Done	Release
Ubi Soft Ubi Soft	1 Action/Adventure	30	November 1998
Web Address: www.ubisoft.com			

Tonic Trouble

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Newest
Mascot ... Ed

If you liked Rayman, you might want to check out Tonic Trouble, the latest game from the creators of the popular side-scroller. Fans will immediately see similarities between the two games, most noticeably that the main character in Tonic Trouble, Ed, doesn't have any appendages; he simply has floating white hands and feet—not entirely unlike Rayman. The biggest difference between the two titles, however, is that Rayman was a 2D side-scrolling platform game, and Tonic Trouble is a 3D action-adventure game.

The main character of the game is a Martian by the name of Ed, who accidentally unleashes a can of strange liquid that transforms Earth into a crazy psychedelic land of dangerous vegetables and creatures. He is sent to Earth as punishment to try to repair the damage. You control Ed as he explores 31 different areas (although the developers told us if you do really well you might find an extra, secret one).

Most of the levels are of the "jump from platform to platform, run along this ledge, hit the bad guy before he knocks you off" nature. Some of the stages, however, are specialized and feature different types of gameplay. The first level, for instance, has an incredibly fun snow race in which you careen down a mountain while riding on a Frisbee, all the while avoiding bottomless pits and other life-threatening obstacles. One of the other really cool levels is the Canyon Level. You have to use Ed's gliding ability for nearly the entire duration of the level, and you have to glide over air rises to get a boost to keep you from petering out over the lava. Besides gliding, Ed can learn several different tricks; most notable are his abilities to shoot enemies with a blowpipe, pogo-jump and whack enemies with a stick.

Visually, Tonic Trouble is very bright and colorful, with almost a Saturday-morning cartoon look to it. The game has some really nice water and lighting effects. The only thing Ubi Soft wants to improve before the game ships is the camera tracking and the control. Both are still a little sticky at this point.



Introducing Ed. He's wide-eyed, purple and limbless.

My 2 Cents

The Good: The main character. He is really unique and shares the same semiradical name as our former editor in chief.

The Bad: Tonic Trouble so far. This game is due out in November? Bonne chance. The French development team certainly has their work cut out for them. Right now, this game looks like it's about 5 percent complete. Our early beta of Tonic Trouble has a bunch of bugs, very poor controls and hardly any gameplay elements in it.

The Ugly: The development team's social lives. If Tonic Trouble is to be released on time (AND be a good game), the developers better start working 168-hour work weeks. Time to crank out the Jolt and Mini-Thins ...

But to be fair, Ubi Soft has made a lot of progress since this beta's release (on this page, you're looking at screens of the latest rev of Tonic Trouble, which already shows some gameplay elements that aren't in the poopy beta we currently have in our hands). As always, final judgement is reserved for the final product.

—Dan "Shoe" Hsu



As required by 3D action/adventure game law, here's the sliding down the icy ramp in the ice world part of the game.

Tonic Trouble's Bosses are large and in charge.

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Publisher/Developer	Players/Genre	% Done	Release
Midway Atari	1-2 Racing	85	November 1998
Web Address: www.midway.com			

Rush 2: Extreme Racing USA

Rush Across America

The home versions of San Francisco Rush were certainly unique playing experiences. On one hand, you had some great track designs that made for some very exciting matches. On the other hand, you had some shoddy controls that made for some very frustrating matches. Well, the developers have listened to all the comments, criticisms and complaints and are now attempting to bring us a new-and-improved Rush experience.

Rush 2 uses a completely reworked version of the original Rush engine—the cars will drive much differently than they did in San Fran. Certain cars can now drift, meaning you'll be doing a lot more fishtailing and powersliding than you did before. You'll still be able to pick non-drifting cars (i.e., "realistic" cars—after all, real-life racing cars aren't supposed to powerslide at 150 mph), which may actually perform better in the hands of veterans.

On top of control tweaks, the game will have 11 new tracks (plus one hidden one). Most of the courses are themed around U.S. locales, like Las Vegas and Alcatraz. The others are strictly stunt tracks and are designed to cause havoc, like the Half Pipe. Of course, Rush 2 will be full of shortcuts and rooftop racing.

Besides the new tracks, you'll get to drive one of 16 selectable and five secret cars. You can customize them, from altering the detailing and color, to changing the engine, tires ... even the horn! You'll also be able to dress your car with heavy-duty roll bars and body framing—all the better to smash other cars with.



Rush 2 will be a whole new playing experience with improved physics, new tracks and better control. That's all nice ... we're just thankful they changed the music.

The improvements don't stop there. The programmers have tweaked the physics engine, improved the graphics, and perhaps most importantly of all, changed the music. It certainly seems the development team took the time to listen to the gaming community and fixed a lot of the problems plaguing the first game. So if you were left with the impression that San Francisco Rush could've been something great, keep an eye out for Rush 2. It may finish what the first game started.

Behind the Screens

You know you want it: four-player Rush. But it's not happening. "Rush is still a one- or two-player game," the Rush development team tells us. "Unfortunately we cannot add more players on the N64. With tracks as environmentally rich as In Rush, game performance would suffer with more than two players."

It might sound like typical company line BS, but the fact is, the backgrounds in Rush 2 are more detailed than those in your typical four-player split-screen racing game. Compare environments. You can see how plain the backgrounds are in the other games compared to Rush 2's. Obviously, a four-player, split-screen Rush game would be horribly slow and choppy. OK, Atari ... we'll forgive you this time.



Catching big air is what the Rush games are all about.



Here's Crispin abusing the green Beetle Volkswagen lent us for our Summer Gaming Guide.

You Better Recognize...

If legal red tape with ZD Inc. doesn't prove to be a problem, Atari will be putting in three ultra-cool vehicles in Rush 2—the Electronic Gaming Monthly, Expert Gamer and GameSpot cars. Rush 2 won't have cars representing competing magazines, however ... seems Pintos are out of style nowadays. Imagine that.



Rush 2



Diddy Kong Racing



Automobili Lamborghini



F-Zero X



Twisted Edge Snowboarding

Boss Game Studios Takes On 1080° Snowboarding

150

The number of different tricks you can perform in Twisted Edge Snowboarding.

Just when you thought it was safe to assume no other snowboarding games were coming out, along comes Twisted Edge from Boss Games (the company behind Top Gear Rally) and publishing giant Midway. With so80° Snowboarding already available, the obvious question is if Twisted Edge is better or at least as good as Nintendo's snowboarding extravaganza. Unfortunately it's too early to give a definitive answer, but judging from the version Midway recently sent, the game is certainly headed in the right direction.

With the number of snowboarding games already out for all of the systems, it's easy to create a product which seems unoriginal. So far, this is the case with Twisted Edge, but this isn't necessarily a bad thing. After all, we are talking about snowboarding, and the basic rules apply to most every snowboarding game out right now: slopes, obstacles, snow effects, gen x-looking characters, licensed clothing and snowboards and either a rock or techno/dance soundtrack. Yes, Twisted Edge has all of these things—and Boss does them quite well. In particular, the music is so good in some parts, you'll swear it's coming from a CD. In addition, the graphics are on the same level as so80°, except with more of a Top Gear Rally feel. This revision doesn't have a huge number of effects, but there are enough in there to notice.

As you might have guessed, each of the racers and snowboards has their own statistics. More racers open up after beating the intermediate difficulty level, with even more possibly opening up after beating the entire game. The same thing



Four snowboarders at once makes for some crowded slopes—unless of course you're in dead-last place.

goes with the courses—after advancing in the game new courses open up, while others are simply extended or populated with obstacles in new locations. The Rumble Pak reacts differently depending on the type of terrain you're on as well. Multiplayer-wise, Twisted Edge doesn't break any new ground. At first, early press releases suggested some sort of Four-player Mode, but it looks as if Boss is going to stick with a traditional Two-player Split-screen Mode.

Outside of what makes Twisted Edge like every other snowboarding game on the market, there are a few features that stand out. First, the courses are decidedly wider than most other snowboarding games and seem to have a load of alternate paths. Another feature that will add to the "strategy" aspect are the tricks in the game. Unlike other snowboarding games, tricks in Twisted Edge actually speed up your racer. Think of successfully completing tricks as an ego-boost of sorts; therefore, you're more confident and go faster. There are quite a few tricks to perform—somewhere around 150 of them—so gaining speed shouldn't be a problem. ●



See that big, dark hole up ahead? For the love of God, man—don't you dare go in there!



If you're not careful, your opponent will accidentally run into you and knock your ass down.



For those of you who like two-player action, go with the Split-screen Mode and take on a neighborhood chum.





[THE STEALTH NINJA RIKIMARU, AS SEEN BY



THE VOCAL CORDS OF A PALACE GUARD.]

LIVE BY HONOR.

For the first time in a game, you must act like a real ninja. Avoid detection and strike when least expected.



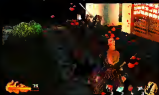
Move without sound. Merge with air. Attack with deadly precision. Kill by stealth.



You are a samurai in sixteenth century Japan steeped in mystic traditions. Your first mission is to assassinate the evil merchant Ekiogoya.



If you're good, the first time anyone sees you will be the last. Spare no mercy.



"The solid control, incredible graphics, and unique gameplay experience make Tenchu one of the sleeper games this year."

— ULTRA Game Players





[IT LOOKS LIKE EVERYBODY'S



DYING TO SEE HIM.]

KILL BY STEALTH.

View the world in third person, using the peering camera to peek around corners and sneak up on enemies.



Choose from two staves, Rikimaru and Ayame. Use over 50 weapons and spells to complete the ten assigned missions.



"...this is the most spectacular
game ever created..."
- Anime PlayStation Online

"...an instant and highly
impressive classic."
- Next Generation Magazine

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[THE STEALTH NINJA RIKIMARU, AS SEEN BY

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LIVE BY HONOR.

For the first time in a game, you must act like a real ninja. Avoid detection and strike when least expected.



Move without sound. Merge with air. Attack with deadly precision. Kill by stealth.



You are a ninja in sixteenth century Japan steeped in mystic traditions. Your first mission is to assassinate the evil man whom Kôshiroyo.



"The solid control, incredible graphics, and unique gameplay experience make Tenchu one of the sleeper games this year."
- ULTRA Game Players

If you're good, the first time anyone sees you will be the last. Spare no mercy.



[IT LOOKS LIKE EVERYBODY'S DYING TO SEE HIM.]

KILL BY STEALTH.

View the world in third person, using the peering camera to peek around corners and sneak up on enemies.



Choose from two ninjas, Rokuro and Ayane. Use over 20 weapons and spells to complete the ten assigned missions.



"...this is the most spectacular game ever created..."
- Anime PlayStation Online

"...an instant and highly impressive classic."
- Next Generation Magazine

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NINTENDO 64

The Legend of Zelda: Ocarina of Time

It's been a long time in coming, but finally, the new Zelda is almost upon us. The Legend of Zelda: Ocarina of Time is due out on Nov. 23, and is shaping up to be one of the biggest gaming events of the decade, if not ever. We've finally had some hands-on play time with the U.S. version and all we can say is "Wow." Be sure to check back next month, when we blow the doors off what will surely be Miyamoto's greatest adventure yet. Trust us—if you're a Zelda fan, you won't want to miss it.



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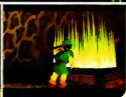
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NINTENDO 64

Zelda continued...



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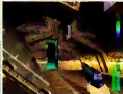
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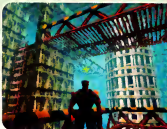
Perfect Dark

Need we say anything? It's a first-person shooter from Rare. Perfect Dark is the follow-up to the smash-hit GoldenEye, and features Joanna Dark in a variety of objective-based missions. For a proper preview of the game, check EGM #109, page 40. For now, take a seat, look at the pics and hope Perfect Dark makes it out when it's supposed to—sometime in the second quarter of 1999. Please, Rare, please!

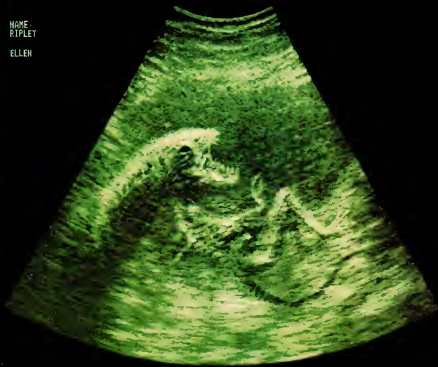


Duke Nukem: Zero Hour

Here are more pics from GT Interactive and Eurocom's Duke Nukem: Zero Hour. Like this game's PlayStation cousin from n-Space, Zero Hour has Duke traveling through time. Although it will not be released until sometime next spring, the screenshots we received are quite nice-looking. Expect a lot of Tomb Raider exploration elements with Duke Nukem style action (lots of explosions, blood and heavy artillery) and token Duke quips. The finished product is also said to have a welcomed four-player Deathmatch Mode of some sort.




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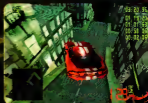


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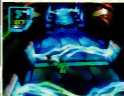
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Jet Force Gemini

We still haven't actually seen this Rare game in action, but the screenshots sure look good. In this 3D action title coming in early '99, you control three separate characters: Juno, Vella and the dog Lupus. Fighting the evil Mizar and his insectoid hordes, you must choose which character's abilities will work best in a particular level. The game will also feature various Two- and Four-player Modes.



NBA Jam 99

Straying far, far away from its roots as an over-the-top basketball free-for-all, NBA Jam 99 is going normal on us. This high-res title from Acclaim will feature all the good things a fully licensed NBA sim has to offer. Signature moves, on-the-fly play calling and some wicked jam animations—naturally. Don't worry too much about all this sim stuff. A five-on-five "Jam Mode" will also be offered.



FIFA 99

EA's FIFA series of soccer games has made quite a comeback since its dismal first offering for the N64. FIFA 99 will build upon the success of World Cup 98 and Road To World Cup 98 by implementing several new improvements, mainly, a faster frame-rate, better AI and a boat-load of new stadiums and players. A guy could go broke trying to keep up with all these new editions ...

Rigor Motorist

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NINTENDO 64

Shadow Man

Shadow Man from Iguana U.K. is set in the bayous of New Orleans, where you (as Shadow Man) travel between the Liveside and Deadside, destroying zombies, bad men and resurrected serial killers. Each of the game's 50 weapons (and load of items) can be held two at a time—one in your left hand and one in your right. With immersive graphic effects, an incredibly deep story line and a generous amount of violence, Shadow Man should be a hit when it comes out in early 1999.



NHL Breakaway '99

Acclaim's Breakaway '99 is beefing up its AI as well as its look. Details like authentic player sizes, based on actual heights and weights, will be reflected in the game. Also new will be the Momentum Based Checking System. Basically—a small player running into a large player won't cause much harm, but the reverse won't be true. Bring it on little buddy!



NBA Live 99

NBA Live 99 is coming to the N64!!! We're totally psyched about the Live series making the jump to the N64. If EA can pull this one off, we're sure the N64 will have its best basketball sim yet. Beyond the stuff we've seen previously in the PlayStation versions, outrageous monster dunks, motion-blurred balls and wacky sound effects will make their debut (Arcade Mode). In addition, a lot of work is being done on the AI to make sure it's plenty smart. We'll keep you posted.

EASIER ON
YOUR HOME
THAN
THE **REAL**
THING.



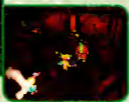
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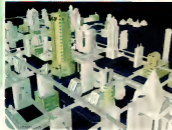
Starshot

Here are some new shots of *Starshot* (formerly *Space Circus*) from Infogrames. This 3D action/adventure should be coming to us by the end of this year. One feature that sounds cool are the number of characters you interact with—more than 300! With that many video game characters to interact with, who needs real-life friends? For more info on *Starshot*, take a look in *EGM* #109, page 58.



Superman

This one's coming from Titus sometime in November. As you might notice from the style of Superman below, the game is based on the animated series. In the game, you must save the world—and Lois Lane of course—from Lex Luther. As Clark Kent and Superman, you need to fly and walk around Metropolis saving people, fighting villains and doing other Superman things.



Roadster '98

There's something about tooling around town in a roadster that makes you feel like a spy. Whether this is the case or not, Titus is bringing their next racer to us in November. It features more tracks, more cars, additional modes of play and an enhanced graphics engine over their last title, *Automobili Lamborghini*. On a side note, why in the hell would you drive a convertible around in the snow (see pic below)?





TWISTED METAL III

NOVEMBER



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MELTS
AS WELL AS THEIR

A miniature soldier figure, likely a plastic toy, is positioned on a pile of small, light-colored gravel. The soldier is wearing a helmet and a vest, and is holding a rifle. A bright, glowing light beam originates from the right side of the frame, illuminating the soldier and the gravel. The background is a blurred, warm-toned landscape, possibly a field or a forest, with a blue sky visible at the top.

ARMY
MEN 30

REAL COMBAT. PLASTIC MEN.

THEIR MOUTH HANDS.



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QUAKE II™



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PlayStation

Game Directory

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- A Day After
- Knockout Kings
- Just A Groove
- Psykrology
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- NFL Football 99
- Weekly Crisis 2
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- Rayzart: Search for Kaylar
- Warriors: Military Madness
- Animations: Ten Fun Jokes
- K & L Downes
- Bushido Blade 2
- Star Ocean: The Second Story

Previews

Destrega

3D
Fighting
In
True 3D

Tired of 3D fighting games that still have that 2D feel? Then get ready for Destrega from Koei—a 3D fighter that truly makes you feel like you're in a real 3D world, and not just on a flat plane out in the middle of nowhere. Koei and Omega Force brought us the surprise hit Dynasty Warriors (which is an incredible polygonal fighter by the way), and so far it looks like Destrega may surpass its predecessor.

The game opens with some kick-ass CG cinematics that easily rival those of Soul Blade. The Character Select Screen may have you thinking this is some Toshinden-type rip-off, but that couldn't be further from the truth. Except for the fairly unoriginal fighters, Destrega is a fresh 3D fighting game that has loads to offer behind its cinematics and interface.

First, within Destrega's five play modes (most of which are standard fighting game fare), there's the game's most impressive feature—the Story Mode. We haven't seen a Story Mode as seemingly complex as this in a long time, if ever. (We say seemingly because all of the dialogue in the demo Koei recently sent is in Japanese.) The story is one of mysterious magic powers, ancient civilizations, great wars, revenge and skilled fighters brought together to regain power of the land from an evil prime minister and his minions. Not only does this Story Mode give you the backgrounds behind each of the game's characters through the story of the main character Grad, it fools you into thinking you're watching a movie. Thanks to the great use of in-game graphics and sweet camera work, these cutscenes truly present you with a cinematic experience. Believe it or not, they're similar in nature to Metal Gear Solid's—although not quite as impressive as those. All of the voice work in the finished product will be in English, performed by American voice actors.

There are 12 characters (including the Bosses and other secret characters that may very well turn out to be some of the stars of Dynasty Warriors) with unique attributes. In addition, each of the characters has his/her own unique environment.

The game's graphics are as impressive as its battle system. Nice-looking animation, polygonal character and landscape models (both during gameplay and in the cutscenes) and fairly fancy effects await you.

Publisher/Developer	Players/Genre	% Done	Release
Koei Omega Force	1-2 Fighting	80	December 1998

Web Address: www.koeligames.com



As Grad in the Story Mode, you must take on a slew of bad guys—from lowly underlings to the big Boss himself.

Why Destrega is Cool

Destrega's 3D arenas are fairly large. When you are far away from your opponent, the camera pans WAY back. Even though it may seem like fighting from this viewpoint would be difficult, the game's projectile magic system makes it easy, keeping the action intense. As you make your way toward each other, the camera pans in closer—in some cases making the game look like a regular 3D fighter. Note: The circled areas are where the two fighters are standing in relation to one another. Now that's what we call distance.





Most projectile attacks home in on your enemy for an easy hit—they can be countered or avoided, so be careful.

The fighting system (in any of the modes of play) works like this: You have three magic-type attacks which can be used when you're far away from your opponent—Fast, Power and Span. Each of these attacks can beat an opponent's magic if fired at the same time, much like the game rock, paper, scissors. In Destrega's case, Fast beats Power, Power beats Span and Span beats Fast. These magic attacks can be put together for some devastating combo action if your magic meter is charged enough, too. Since the battles can get pretty intense—which makes trying to counter a particular type of magic tough—each magic attack will be assigned a sound. That way, after learning these sounds, you can counter an enemy's magic blast more easily. Of course, it won't be too easy.

In addition to these long-range attacks, Destrega has two close-range attacks—Weak and Strong. Most combos when up-close are simple one-button types. There is also an offensive sidestep punch which players can use when in close-range combat. On the defensive side, players have a magic shield, a magic dash and a simple jump to avoid being hit by most magics, and a standard block for punches and kicks. One other cool move in Destrega is when you're being juggled by the enemy—if you



hit Ls on the way down from the trip, you'll land on your feet and take less damage. And if things get real bad for you health-wise, you can simply run away and hide behind a barrel since the playing fields are so large.

The great thing about having both long- and close-range attacks in a true 3D fighting game like Destrega is the battles never get old. You don't have to run around after your opponent and slash when he/she is close enough. All you have to do is blast him or her with one of your magic attacks. Of course, he/she can then use a counter magic attack, and the fun keeps going. On top of this, all of the environments have obstacles you can hide behind to avoid magic. So sometimes, your opponent has no choice but to come after you. Needless to say, Destrega has room for a lot of strategy. But don't be scared away by the seemingly complex control system and strategic battles—Destrega is still a fighting game at its core and plays like one, with intense and fast fights. And with Dual Shock support you will undoubtedly feel the every blast, punch and kick that comes your way in those fights. ●



As you come back to your village, you find it in ruins—your neighbors and loved ones are lying on the ground, dead.

... Another Reason

See those pillars in the pic below? Well, you can use those to avoid enemy projectiles. As you're running around, shooting off magic, you can roll behind one of them for protection. The magic will hit the pillar, giving you a chance to fire off a couple of shots yourself. How do we know this? The enemy in the pic did it and then killed us—nice AI, eh? Bastards ...



Destrega has some great-looking visuals, which greatly complement its gameplay.



Publisher/Developer	Players/Genre	% Done	Release
SCEA Travelers Tales	1 Adventure	60	November 1998
Web Address: www.playstation.com			

A Bug's Life

It Ain't Easy
Being An Ant

After Toy Story, fans have eagerly been awaiting the next film to come out of Pixar Entertainment which we now know is *A Bug's Life*. Faster than you can say, "How can I make more money?" we have a video game adaptation of what should be another quality picture. You take control of an outcast ant named Flik who has to save his colony from a band of no-good grasshoppers. The game will follow the major story points of the movie highlighting the most exciting action-oriented moments. There are a total of 15 levels which are broken up into five acts with three levels each. Your nemesis and leader of the grasshoppers is Hopper who believes ants are meant to serve his kind. There are a bunch of

supporting characters who will help Flik out in various ways (we don't want to give away too much).

The action takes place from a third-person perspective behind Flik which allows you to take in the view from his angle. You'll explore ant tunnels, in addition to dense grass, which will seem like a vast jungle to Flik. The environments which seem like towering mountains and deep trenches are only small ant hills and small ditches. The objectives of each mission are quite varied and have different antagonists. In the first level, he must defeat Thumper and escape Ant Island. In Level 2, he has to escape from and defeat a bird that is trying to make a small meal of Flik. Later on he'll have to run through a riverbed filled with baddies intent on making the road to the other side as difficult as possible.

The development aspect of the game is being handled by Travelers Tales which is a group known for their graphic excellence. *A Bug's Life* certainly shows a lot of promise and hopefully will offer up a better experience than the last game Travelers was responsible for (the beautiful, but unplayable Rasca). The version we've played



Free-roaming the fields can be quite an adventure for Flik. His primary weapon, the berry, is deadly to spiders.

has some good graphics and detailed worlds but lacks solid control. The game is slated to be released at the same time as the movie, so let's hope things come together for both projects.

Behind the Screens

The Art of a Bug's Life

Here's a quick look at some of the great artwork that we've seen for the movie.



Dark dreams of blood & fire,
of drums pounding rhythm...

here lies the amber cinders of your voodoo...

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PlayStation 2

AKUJI
THE HEARTLESS



Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts Press Start	1-2 Sports	80	November 1998
Web Address: www.esports.com			

Knockout Kings

Boxing
Legends Past
And Present
Square Off

Surprisingly, there is quite a respectable history of video game adaptations of the sport of boxing. The tradition started with Atari Boxing and continued on with such notable titles like Ring King, Mike Tyson's Punch Out (both on the NES), Muhammad Ali Boxing, Buster Douglas Boxing, Evander Holyfield Boxing (all on the Sega Genesis) and Super Punch-Out (SNES). Although some of these titles featured real boxing stars, none have as many past and current greats in one game as Knockout Kings. There are some no-shows like George Foreman and "Iron" Mike Tyson who were left out due to legal and uh... moral reasons, but at least you can create them in Career Mode.

To round out the total boxing experience, we also have referee Mills "Let's get it on!" Lane in the ring and Jimmy "It's show time" Lennon Jr. making ring announcements.

Lane can be heard before and during the bout spouting warnings as well as delivering the count. Rounding out the bells and whistles are Sean O'Grady and Al Albert in the commentary booth. Bells and whistles aside, Knockout Kings features realistic fighting action which is crucial in a game with such top names. The version we played displays some nice motion-captured movements, but it still animated like the boxers were underwater. This should be corrected when a review copy floats (no pun intended) our way.



Matchups like Muhammad Ali versus Rocky Marciano and Butterbean against Evander Holyfield are but a few of the dream matches possible in Knockout Kings.

Each of the fighter's characteristics affect the style and how well he will fight. This means that dream matches between such greats as Muhammad Ali and Evander Holyfield should yield fairly accurate results as long as they are played by equally skilled players.

Choose from several different modes including Exhibition, Slugfest (no referee, all-out scrapper), Training and Career. In Career Mode, you create a boxer and customize his looks, then start training. You can enter into the light-, middle- or heavyweight classes depending on how big or diminutive you want your fighter to be. It is unclear whether there will be an option to choose your ring music (Career Mode didn't work properly on our copy yet), but all the real basers in the game have individual theme songs that reflect their personalities. You can expect such diverse aural experiences like hip hop, rock or big band and swing music. Knockout Kings will make its way to stores this November. ●

"I'm the greatest of all time!"



Gallery of Fighters

Knockout Kings has an impressive cast of past and current greats. Check out this stellar lineup:



Publisher/Developer	Players/Genre	% Done	Release
989 Studios	1-2 Mus.	85	November 1996

Web Address: www.playstation.com

Bust A Groove

Dance Fever Meets Electric Boogaloo

It would be easy to classify Bust A Groove as a gimmicky game that wants to ride the coattails of PaRappa the Rapper, but that isn't quite true. In development for more than three years, the dance rhythm game was originally set to start the genre itself. However, it is true that it wasn't until PaRappa that Groove finally took a more similar approach to dance simulation.

Taken on its own, Bust A Groove features excellent character designs coupled with exciting motion-captured dance moves. The emphasis is on timing the buttons to the rhythm (every fourth beat) instead of following preset button commands. In fact, you can turn off the onscreen button indicators if you like. In this way it's almost like a fighting game because each character has set combinations that can be linked together. There are tons of possible combinations, but only a few will yield impressive dance displays. To accomplish these, you'll need to work out a routine that starts small and continues on to more complicated button combos. The main thing to avoid are routines that end prematurely resulting in only two to three combo moves instead of a five combo or word ratings like "Chillin'!"

The music is perhaps the biggest draw with new tunes provided by Avex Trax which is currently the hottest record label in Japan. The U.S. version features all the same music with lyrics redone in English. There is actually only four or five songs that had Japanese lyrics (all rap were done in English) so the change is fairly minimal. This preservation is understandable since much of the appeal of PaRappa were the offbeat songs that had a touch of J-pop/rap to them. With so regular characters and four hidden ones, each with its own endings, Bust A Groove will pack in plenty of playing time. Are you down? ●



The character Kelly has a special rubber suit she has gone into debt to buy. Anything to be different, I guess.

Censored ... just a bit

Groove has remained largely intact with the exception of the translated lyrics and these two replacements.



Strike's Drink A Can Of Soda replaces a flask of alcohol.



Hiro's Cancer Stick. No more smoking for the natural playboy of town.

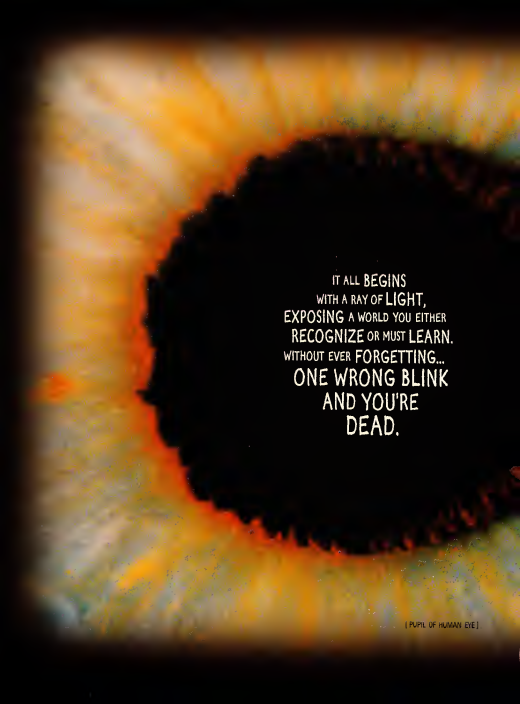
Behind the Screens



Real dancers and singers!

The characters in Bust A Groove benefit from the motion-captured gyrations of real dancers. Pictured left is footage from a past Tokyo game show where each of the characters were represented by a costumed hip hopper! Although dubbed over in English for the U.S. version, the Japanese game featured vocals by Avex Trax artist Morinaga Hetsumi. Her soulful vocals ere displayed in Kitty N's stage.





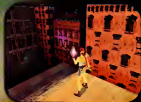
IT ALL BEGINS
WITH A RAY OF LIGHT,
EXPOSING A WORLD YOU EITHER
RECOGNIZE OR MUST LEARN.
WITHOUT EVER FORGETTING...
ONE WRONG BLINK
AND YOU'RE
DEAD.

[PUPIL OF HUMAN EYE]

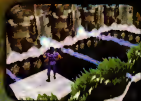


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Publisher/Developer	Players/Genre	% Done	Release
Psygnosis Psygnosis	1 Action	85	November 1996
Web Address: www.psygnosis.com			

Psybadek

Don't Call It A
 Snowboarding
 Game

Psybadek is Psygnosis' new action/platform title that combines gameplay elements from different genres to create a new playing experience. Imagine if you would, a forward-scrolling 3D action/platform game, like Crash Bandicoot. But instead of running through levels, you hoverboard. That's basically what this game is about.

You play as Xako or Mia, two young generation X-ers who must ride their hoverdeks through 50-some obstacle- and enemy-filled stages to rescue their fellow slackers. The levels are, for the most part, straight-forward dek-boarding material (meaning long, narrow and full of ramps). Along the way, you can pick up powers-ups (like jump jets or dek boosts), special weapons (like magnetic mines or boomerang bombs) and new tricks (see sidebar). And of course, you can pick up the obligatory 100 icons for a free life (gasp!).

You start the game in a main warp area, where you can either practice some moves or pick a world to enter. Each world is made up of several individual stages. Most of them are the forward-scrolling, down-ramp style we've been talking about. But scattered in between are minigame-style levels, where you might have to stay in place and shoot enemies flying all around you or race a Boss

creature on a huge hoverdek track. After racing a Boss, you'll have to face it in an arena, which usually involves dodging attacks while looking for a weak spot (typical Boss stuff). If and when you defeat a Boss, you'll earn a new trick to use in the game.

While Psybadek introduces new gameplay features (hoverdeking in a platform game is a great, high-speed idea), the game still feels very familiar: You stomp on enemies, you jump over pits, you collect collectibles, etc. Look for this game to be released this winter, just in time to cash in on the seasonal snowboarding craze. ●

Behind the Screens

Psygnosis and Vans, Inc. have teamed up for some major cross promotions. Psybadek will feature clothes and shoes from the popular Southern California-based alternative clothing manufacturer. Vans is returning the favor by promoting the game at the Vans Triple Crown Series, the Vans Warped Tour and in Vans' back-to-school trading cards. For more info on the Vans events, check out www.vans.com.



Some of the levels have you sitting in the middle shooting at enemies, similar to a carnival game.




On this stage, a beaver will take you water-skiing through an obstacle course.



Turning Tricks

In Psybadek, you don't use tricks to impress judges and score high points—you use them as offensive techniques. The game uses a very primitive tricks system in order to keep things flowing and simple. All you have to do is hold down the Trick button until the little colorful meter reaches the technique you want to execute, then let go and jump. Voilà, instant super attack with a minimum of fuss or jopyad motions. You'll start the game with one trick in your arsenal and eventually earn seven more.



**THE FUTURE
HAS ONE TINY
HOPE FOR
SURVIVAL**

Publisher/Developer	Players/Genre	% Done	Release
GT Interactive King of the Jungle	1 Action	60	December 1996
Web Address: www.gtgames.com			

Invasion From Beyond

PlayStation
Vs. Mars

My 2 Cents

Wow! Invasion From Beyond is really incredible. Who would've thought it? I heard about the game awhile ago, and although the concept sounded cool, I didn't know if the end product would be worthwhile. Now I do know. Even in this early revision of the game, it looks like Invasion From Beyond is going to be something special. It's just a solid game, that's a lot of fun to play. Keep an eye on this one—chances are you won't be disappointed.

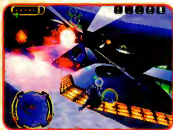
—Shawn Smith

Remember the movie *Independence Day*? Well, if the game by the same name didn't do much for you, it's time to gear up for *Invasion From Beyond* developed by U.K.-based GT Interactive, published by GT Interactive. The game puts you behind the controls of a series of craft, while you must save the Earth from an onslaught of aliens in a somewhat 1950s B-movie fashion.

After starting the game, the first thing you'll notice is the speedy frame-rate. We're talking fast here—at least 50 frames per second, usually around 60 fps. This is a good thing when you're in the heat of battle since it makes the action seem that much more intense. You may think graphics would suffer with such a fast frame-rate, but you would be wrong. *Invasion From Beyond* has great graphics and little pop-up. And the pop-up that does exist is done in a friendly way, so clumps of mountain don't appear out of nowhere. In addition, there are plenty of snazzy effects—lots of flashes, explosions, weapon trails and starbursts. So how'd King of the Jungle do all of this and keep the frame-rate high? Basically they built the engine and graphics library from the ground up. "We chucked the Sony graphics libraries as we need to do things our way to keep the speed at maximum," said Stephane Koenig of King of the Jungle, producer for *Invasion*. "Generalized graphics libraries just don't cut it."

Once you play into the game a bit, you realize the action is only part of the fun and plenty of mission objectives await. Some missions will have you escorting allies around town while they gather info from various sources on how to destroy the aliens, while other missions put you in a Defender-esque situation where you must rescue humans and transport them to a safe location.

There are a large number of craft that you can control, some of which are unlocked after playing through the game or by killing a large number of alien ships. Some of the ships resemble those in *Battlestar Galactica* or *Star Wars*, while others look like something from a cheesy 1950s sci-fi flick. Each of the ships can be outfitted with different weaponry—more



In addition to the numerous Earth-based missions, *Invasion From Beyond* will take you to the moon.

than 60 of them—ranging from standard laser types all the way to heat-seeking missiles and beyond. One weapon in particular looks like one of those cool rail guns from *Fraser*.

There are a huge number of alien craft to destroy in the game, which usually come in waves as mission objectives are sent to you via an in-game transmission. By the end of the third mission or so you'll swear you've killed the entire alien race. You'd be swearing in vain, though, because there would still be some 15 more missions to play through, all of which have more alien ships (of all shapes and sizes) in them. In between killing aliens, rescuing humans and completing mission objectives, you'll have to stop by your base to recharge.

For more info on *Invasion From Beyond* and a slew of screenshots, check out www.videogames.com.

50

The number of frames-per-second King of the Jungle guarantees during play. Usually the game will run at 60 fps.



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-Next Generation



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NFL QUARTERBACK CLUB 99

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Publisher/Developer Players/Genre % Done Release

TBA Reflections 1 Action 60 1st Qtr. 1999

Web Address: N/A

Driver

Take A Walk On The Wild Side

Behind the Screens

The Arch That Wasn't There ... A True Story

In Miami, Fla., if you head north on Collins, you can see the Fontainebleau Hilton Resort and Towers which has a mural of an arch painted on its side. The artist painted the arch so it looks like you can see right through the building ("underneath" the arch, the artist painted what's supposed to be on the other side of the hotel).

Apparently, the artist did a much better job than anyone would've ever thought. One day, a blurry-eyed drunk driver drove straight into the building, thinking the arch was real. Since then, the mayor has ordered prominent trees and greenery laid down in front of the mural, just to be safe. As if we needed more proof that drinking and driving don't mix ...

Once in a while, a sleeper game comes along that makes such an impression on us, we make it our duty to hype it. *Driver* is such a game deserving of everyone's attention. It's Reflection's (of *Destruction Derby 1* and *2* fame) newest entrant in the play-as-the-villain genre where you'll get to play the role of a getaway driver operating in four cities modeled after their real-life counterparts. Sound cool? Read on ...

Picture this: The mob suspects one of its members is working for the other side. The gangsters ask you to tail this possible Benedict Arnold. So you wait in your hotel room, until you see him leave from the building across the street. Now, you have to tail the guy and find out where he's going. Be careful though—follow too close and the suspect won't go anywhere suspicious, if you don't follow close enough, you might lose him completely.

Or picture this: You're asked to pick up a car from the shipping docks and deliver it to a safe area.



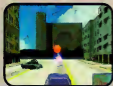
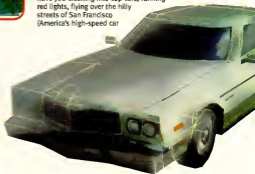
Driver is all about realism and immersion. Other cars will behave as they should, obeying traffic signals and even getting into accidents on their own. Of course, feel free to purposely cause a few accidents on your own—you know, for effect.

The car isn't stolen, so it looks like it'll be an easy mission, free of hassle from the law. The sizable fee you'll be receiving, however, makes you suspect the locked trunk has something more valuable than just a spare tire. That mysterious black Trans AM following you confirms those suspicions. Enter: the high-speed car chase.

And that's what basically the game's about: doing bad things and driving real fast. "We're trying to capture the feel of all the classic '70s car chase-oriented TV shows, like *The Dukes of Hazard*, *Starsky and Hutch* ... even stuff from *Beverly Hills Cop*," says Martin Edmondson, owner and all-around big bossman at Reflections. From the early looks we've gotten so far, the game is right on target. *Driver* will have you crashing into cop cars, running red lights, flying over the hilly streets of San Francisco (America's high-speed car



Driver has great Gran Turismo-quality replays.



The Fontainebleau Hilton in *Driver*



The true Fontainebleau Hilton in Miami



Nothing screams '70s car chase scene like the old drive-through-e-nicely-stacked-pile-of-cardboard-boxes-sitting-at-the-end-of-the-alley trick.



chase scene city of choice, of course) and so much more.

What makes this all so exceptionally fun are the locales. Besides San Fran, action takes place in New York City, Miami and Los Angeles. Like EA's *Auto Destruct*, you have full freedom to drive anywhere you want in a bustling metropolis. But unlike *Auto Destruct*, the cities in *Driver* are modeled after their real-life counterparts. The streets, buildings, parks ... everything you see in the game actually exists in real life. And since everything is in their proper locations, you can literally drive around and visit familiar sites. As a matter of fact (this is no bull), we actually witnessed an E3 attendee playing *Driver* who managed to find his real-life apartment in the San Francisco stage!

Reflections is currently on the hunt for a U.S.

publisher, but plans on having the game ready for U.S. release by February of next year. We'll be doing another preview of *Driver* when the game nears completion. ●

The car physics and damage detection is superb. What else would you expect from the team that brought you *Destruction Derby*?

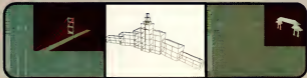


Behind the Screens

Like some Rand McNally employees on a crusade, the *Driver* team meticulously mapped out more than 120 miles worth of urban real estate (around 30 miles in each of the cities). They drove around in a film, filming with one video camera pointed forward (used for navigational purposes) and another one pointed to the side (to film buildings and other landmarks). The team then synced the two videos together, so the first video would tell them exactly where everything in the second video is.

Reflections used more than 12 hours of footage to help sketch out the streets and buildings of a large chunk of each city. Artists then took those sketches (top) and transformed them into wireframes and polygons (bottom), all ready for use in the game.

As in the movies, a lot of shady deals go down on the docks.



Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts EA Sports	1-8 Sports	60	October 1998
Web Address: www.easports.com			

NHL 99

Can The Best
Get Even
Better?

After 1996's disappointing NHL 97, many fans of the series thought EA had finally lost their touch. Then, out of nowhere came last year's incredible NHL 98, one of the best hockey games ever made. Well, believe it or not, it's that time of year again (time sure does fly ...), and EA Sports is back with the latest incarnation of their hugely successful series, NHL 99.

The version of NHL 99 that we received isn't nearly finished, but already it's shaping up very nicely. The game engine is basically the same as last year's, but with a slightly higher resolution, improved animation and several new gameplay features. The AI right now is excellent (especially goalie AI, which is real tough), and the overall presentation and atmosphere are top-notch, just like last year. Graphically, the game looks great. The same TV-style presentation that was used last year is in full effect, and the player models and animations are terrific (there are several new animations this year, too). Oddly enough though, in this early version at least, the frame-rate is rather disappointing. It doesn't affect play too much (you get used to it), but it's clearly not as fast as it was last year. Hopefully this is simply because the game isn't finished yet—according to EA the game's animation is only 60 percent complete as of this writing, so it's still possible that things will be sped up by release. The sounds are every bit as intense as we hoped for, with great two-man play-by-play and awesome crowd sounds. When it comes to overall hockey atmosphere, no other game comes even close to this.

One particularly nice improvement to this year's game is the addition of analog control (which was sorely missed last year). It's super smooth, and the control is surprisingly tight. The Dual Shock support is a nice touch, too (hard checks



Can EA one-up last year's brilliant NHL 98 with this year's NHL 99? So far, it's lookin' good ...

never felt so satisfying ...). Other new additions this year include the option to play on international ice (larger ice surface, international rules), several new coaching strategies, a new "Beginner" difficulty level (for you newbies out there) and finally, a new mode of play called "Coaching Drills." This mode lets you practice several different on-ice formations (plays, specific situations, etc.) over and over until you've mastered them. This way you can practice power-play situations or breakaways, or even just skate around freely to practice your moves on the ice. The concept is cool, but some more specific drills would be nice (most of them are pretty basic, like 2-on-1, Powerplay, One-timer, etc.).

All in all, NHL 99 is shaping up to be another huge hit for Electronic Arts. By the time you read this, we'll already have our hands on a final version, so keep an eye on next issue for the full review and keep your hockey sticks crossed in hopes that the development team managed to get the frame-rate up to a more respectable level. ●

My 2 Cents

If you read my review of NHL 98 last year, then you know that I asked EA for two things in NHL 99: analog control (a given) and classic teams. We got analog control, but hey—where the hell are my classic teams? OK, so maybe the fact that I'm an old-school Islanders fan has something to do with this (heh heh), but still—they do it in Madden, why not here? EA, are you listening? How else am I gonna relive that early '80s dynasty? Surely I can't be the only hockey fan who would appreciate this ...

—John Ricciardi



Marc Crawford's Coaching Drills let you practice several different on-ice scenarios to fine-tune your skills.



The new Shot Meter measures shot intensity. The longer you hold the button down, the stronger the shot.

Publisher/Developer Players/Owners % Done Release

Psygnosis 1-2 80 October
Visual Sciences Racing 1998

Web Address: www.psygnosis.com

Formula 1 '98

Simulation Is My Middle Name

There has yet to be a Formula 1 simulation that has matched Psygnosis' past two installments and this year's version sets out to raise the bar even further. Formula 1 '98 features all the cars and teams from the 1998 racing season, including the license to use stints and official bits and bobs by the Federation Internationale l'Automobile (FIA). All this means is that fans of Formula 1 will have a complete experience as far as the sights and sounds of racing are concerned.



Perhaps the most exciting feature to return in this year's version is the four-player simultaneous racing action achieved via the two-player Split Screen and the Link Mode. This proved to be a great bonus last year and remains something that is further enhanced this time out. Even with four-player controlled cars, there will be 10 computer AI cars on the course. Some of the brand-new enhancements include a fully animated pit-stop, added camera views and redesigned cars with new physics effects that will affect your car's performance. The overall graphics are sharper as well with less pop-up and a new particle system. The proof with the F1 series has always been the Season Mode and we'll hand out the verdict in an upcoming Review Crew.

Hey! Get out of my way you idiot!

SGT Steel

"You'll be buried
without honors
DIRTBAG!"

DEAD IN THE WATER



Publisher/Developer	Players/Genre	% Done	Release
989 Studios 989/Miller Game	1-8 Sports	75	October 1998

989 Studios

1-8

75

October

1998

Web Address: www.playstation.com

NHL FaceOff '99

Let The Hockey Wars Begin

Coming off of last year's disappointing NHL FaceOff '98 (which looked nice, but played like crap next to EA's NHL '98), 989 Studios is back and ready to go head-to-head with EA again with the latest incarnation of their well-known hockey franchise, NHL FaceOff '99.

Even though the game is due to be released soon, this is the first playable version of FaceOff '99 that we've been able to get our hands on. While it's looking better than last year's game (both graphically and from a gameplay standpoint), it's still got some serious AI issues that need to be worked out before release (like goalies skating out to the red line, CPU-controlled players reacting poorly to various situations, etc.). Don't fret though—we're pretty sure these are simply the result of the game still being at a relatively early stage.

According to 989, this year's FaceOff sports 20 percent more polygons and double the amount of textures of last year's version. While it's hard to say how accurate these figures are, the game definitely looks better and runs smoother than last year. The player models are nicely detailed, and each arena looks much better than the ones in FO '98. Another nice improvement to FaceOff '99 is the play-by-play announcing and overall sound effects. The crowd still seems a bit tame (come on guys, this is hockey!), but the two-man play-by-play is very nicely done, and adds a lot to the TV-style atmosphere of the game. Also new are on-the-fly strategy changes, using the L1 and R1 buttons for defense and offense, respectively. Then of course there's all the stuff we've come to expect from 989, like Icon Passing (and new Icon Switching on defense—a cool idea), analog control with the Dual Shock pad, and the ability to create, trade and release players (and sign free agents, too).



Ultimately, whether or not FaceOff '99 can stack up depends on how the AI turns out. The game engine is already solid, and the presentation is improved—but if the game has flawed AI, everything else goes out the window. Currently, it's too early to say how things will turn out (like we said, the AI is pretty weak right now), but we're hoping for the best. Hopefully we'll have a review copy in time for next issue.

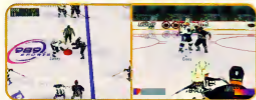
My 2 Cents

I used to dig FaceOff until they stopped evolving the AI and just kept enhancing the graphics engine. Last year's NHL 98 blew FaceOff '98 away, and while this year it's too early to say which game'll get my \$40, I have to admit that right now I'm leaning toward NHL '99. FaceOff definitely looks nice (better than last year, for sure), but it's going to take a lot of work to get the AI to a respectable level, and judging from past games in the series, I'm not too confident that it can (and will) be done. Keep an eye out for reviews of both games next month.

—John Ricciardoli



FaceOff '99's arenas are impressively detailed, right down to the little details (like championship banners).



What would a hockey game be without fighting? Too bad the fighting engines usually suck...



FaceOff '99 sports five different camera angles (Ice, Vertical, High Vertical, Diagonal and Side).

VR Football 99

VR Football 99 Reveals Its New Look

You have to give VR Sports points for fortitude when it comes to their VR Football line. Last year, compared to Madden and GameDay, to put it nicely—they didn't have much to offer. But instead of quietly fading away, VR football is back with newfound vigor.

Needless to say, the programmers have given the game a much-needed overhaul. Polygonal players, motion-capture technology, wrap-tackle animations and a full NFL license are all part of the new package. In addition, the developers paid extra attention to stats and game options: instant injury reports, player and game stats, team matchups, season standings ... the list goes on and on.

It's clear, as well as understandable, that Padded Cell used GameDay and Madden as their models for this one. The menu and stat presentations look "Madden-esque" in their presentation but not overly so. The heavily shaded polygonal players look like skinnier versions of the brutes in NFL Xtreme (if

you can imagine that). Yet, on the field those skinny players actually move pretty well. With more than 30 different wrap-tackle animations, EA and Sony may want to take notes.

Unique to the game is an option to create your own "super-team." Put your creation on a memory card and challenge others who have done the same. Sounds good in theory, we'll see if anyone really does it. Other unique features include a simplified one-step play-selection process. No formation decisions, just pick a play and go. If anything it quickens up the game a little.

It's way early but at this stage it's obvious VR Football 99 has come a long way from its humble beginnings. At least now it's actually capable of competing with the big boys. That's tough love by the way. ●



Looking almost nothing like its predecessor, VR 99 has undergone a major face-lift. Polygonal players, new animations and tons of stats help bring the game up to the next level of competition.



Ahh, there's nothing like a good snowstorm to spice up any sporting event.



EBONY Justice

"You'll be sunk by the funk! PUNK!"

DEAD IN THE WATER



DEAD IN THE WATER

LIVE FAST ... DIE WET

"I WILL destroy you in the Battle mode
I WILL destroy you in the two player split screen mode....
I WILL destroy you in the combat cable link mode
I WILL DESTROY YOU MAGGOT!"
-SGT.Steel

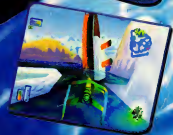
"When the flag goes down baby
your gonna feel the funk of my
Disco Fever Ray, You'll be
hearin' "Stayin' Alive" til' ya die"
-Ebony Justice

"I will continually upgrade my sinister
hearse boat and weapons to extreme
necropotent porportions and your
weak pale Flesh will ROT IN PIECES"
-Dr.Graves

"Look here Son, I WILL use your head
as an anchor and your butt
as a seat cushion"
-Officer J.B.Nightstick

"We're like totally prepared to like
race and win on like all umm... 9
courses, ya know? so like totally get
outta our way"
-Brandi,Mandi & Kandi





- 13 'Off the Hook' characters to choose from.
- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats—all fully upgradeable.
- Two player split screen or combat cable link.



ASC GAMES™

www.deadinthewater.com

Publisher/Developer	Players/Gears	% Done	Release
989 Studios Mile Minds LLC	1-4 Racing	80	November 1996
Web Address: www.playstation.com			

Rally Cross 2

Sony's Long-Awaited Rally Sequel Arrives

Like many of 989 Studios' new games, Rally Cross 2 has been rebuilt from the ground up. Standout improvements include a much-heralded (by Sony at least) "state-of-the-art" 3D game engine, licensed cars and a load of physics and AI improvements. Ummm, "state-of-the-art game engine" doesn't mean much to anyone outside of the game development field. In fact, you probably won't notice anything earth-shakingly amazing about the game's physics. But assuming you played the original Rally Cross (a great game by the way), you'll definitely notice RC2 has a different personality.

For starters the cartoony cars have been replaced with actual licensed vehicles (hip hip hooray!); the new VW bug, a BMW 318i and a Tigra, to name a few. The licensed cars definitely give the game a more legit look and feel. Beyond that, the standard brakes, transmission, tires, gear ratios and steering tweaks are the extent of the mod options. For pretty paint jobs an interactive paint scheme features colors of any shade imaginable. A three-tier adjustable graph lets you pinpoint a unique color from a spectrum graph—cool feature.

As far as the courses go, 989 Studios didn't stray too far from last year's themes: jungles, mountains, deserts, coastline, etc. Instead they put their creative energies toward the content of the courses. Railroad switchyards, junked trucks and deep waterways litter the courses. Interestingly enough, the deep waterways can be driven through without harm to the vehicles. In fact, some of the shortcuts involve just that.

But for flat-out road racing or several variations of, the game's easy-to-use track editor is the way to go.

While RC2 has taken on a lot of new characteristics, it certainly hasn't strayed too far from its roots. Many of the sound effects are the same, as are the four-car field, flip-overs and the trademark spring-happy car suspensions. But



While Rally Cross 2 still retains its off-road feel, the racing element is much improved over last year.

unlike before, the cars can handle the bumps and jumps of the road while maintaining high speeds, a direct result of the revamped physics no doubt. Happily, flip-overs require just one button tap to right the car rather than time-consuming rocking. On a sadder note, the game no longer has a four-player split-screen option, though four people can still play via link cable.

Whether you look at Rally Cross 2 as a sequel or a stand-alone rally sim, it seems quite capable of both roles. Either way, Rally fans will soon get their fill of off-road goodness.



No Four-player Split-screen Mode here, just this very functional Two-player Mode.



the courses. Railroad switchyards, junked trucks and deep waterways litter the courses. Interestingly enough, the deep waterways can be driven through without harm to the vehicles. In fact, some of the shortcuts involve just that.

Look How It's Grown

Rally 1

Rally 2



The Switchyard course offers a lot of massive jumps.

No doubt about it, Rally Cross 2 is much better suited for all-out racing.

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Running Wild

If I Could Race With The Animals

If you're like Dr. Doolittle, a fantasy of yours may be having the ability to talk to animals. Since this is never going to happen, why not race with them instead? That's where *Running Wild* comes in from Universal Interactive and 989 Studios. You may remember it from a long while back when it was just coming from Universal. Well, things have changed in that respect but the game still plays like it used to. Think of something like *Mario Kart* on the PlayStation without the cars or recognizable characters.

You can select from a group of bipedal animals (bipedal in the game mind you, and not in real life) and race against other animals (did somebody say *Granimal Turismo?*) Some of the animals include a zebra, an elephant (pictured ... well, everywhere), a bull, a panda and others. In addition, once you beat the game on various difficulties, Boss characters open

Boy, we sure did like that elephant! He must've been a fast son of a gun.

Publisher/Developer	Players/Genre	% Done	Release
989 Studios Universal Interactive	1-4 Racing/Action	80	October 1998
Web Address: www.playstation.com			



Some levels put you in a desert—others, on the moon. One thing: Is an astronaut really considered an animal?



up. The courses you race on aren't necessarily inspired by the animals in the game, but they are themed. Ranging from deserts to the arctic, the game's courses have twists, jumps, shortcuts and plenty of obstacles to throw your way around to succeed. On top of this, when the difficulty increases, obstacles increase, enemies get faster and sometimes the courses reverse and mirror. Speed and offensive power-ups also populate the courses.

At 60 frames per second, *Running Wild* is sure to impress most anyone who takes a quick look. And with its bright colors, animal cast and catchy music, *Running Wild* should be a hit with young gamers everywhere.

Publisher/Developer	Players/Genre	% Done	Release
Accrain Artidink	1 Puzzle	80	February 1999
Web Address: www.acrain.net			



Leave it to Artidink to create one of the weirdest, most addictive games to hit the PlayStation in a long time. At first glance, *Mr. Domino* looks incredibly lame—what's so fun about controlling a Domino man around a 3/4 perspective 3D board? Must be one of those strange Japanese games that most of us just can't understand, right? Well, when you pick up the controller and really learn how to play, you'll find that there's much, much more to this game than meets the eye.

As *Mr. Domino* or one of his Domino friends (or enemies, five in all), you control him around various circuit-based tracks, laying dominoes behind you. Once you've gone around, you go back and tip over the dominoes you've set. The trick is that

Mr. Domino

the tipped dominoes have to set off traps throughout the level. Each trap can be made to set off another round of dominoes falling, until all these traps have been set off, thus completing the level. Setting up combos, or multiple switches set off by tipping only one row of dominoes will nab more points and a faster time.

The premise may seem simple, but it's not. On each track there are blocks which slow you down, spend you up (throwing your domino-laying ways into a tailspin), or reset the entire level and anything you've previously done. The tracks also have obstacles that interrupt an otherwise perfect domino trail and moving objects that will screw you up as much as possible. That's where it gets really difficult. There is a time limit, but luckily health blocks give you a few precious extra seconds.

Graphics are fairly simple, with nicely detailed levels and trap animations (some you have to see to believe). Gameplay takes some getting used to but quickly becomes second nature. Later levels bump up the difficulty and strategy a couple notches each time.

Levels include a casino, a park, convenience store shelves, an amusement park, a house, a sewer, a city street and more. Each gets progressively more difficult. Keep your eye out for *Mr. Domino!*



Activating each block sets up a small cinema scene which will tip off the next row of dominoes if done right.





Booby...

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Publisher/Developer: Players/Score % Done Release

THQ n-Space 1 Misc. 50 November 1998

Web Address: www.thq.com

Rugrats: Search for Reptar



You may have heard of this show on Nickelodeon. It's an Emmy award-winning cartoon some 23 million kids watch every week. The show features Tommy, Chuckie and the rest of the kid crew in a bunch of wacky and admittedly entertaining adventures. Now the show's being transformed into a video game by n-Space (the same company behind Duke Nukem:

Time to Kill ironically enough).

As the kids from the show, you go on a series of adventures searching for a lost toy—a Godzilla-type monster named Reptar. All of the situations in the game are based on one of the episodes of the show. There are a total of 20 different levels to make your way through, including such activities as minigolf, collecting treasures, solving puzzles and making your way through mazes. To retain realism, the characters in the game have the actual voices from the show. In addition, Rugrats features some 80 cinematic cuts (which are done with the game's engine) to describe gameplay and give the player a bonus of sorts.

Note: The game is geared toward kids, so you won't be seeing this one in the pages of Review Crew. But if you do like Rugrats, or have children who do, you may want to look into this one when it's released.



Publisher/Developer Players/Gears % Done Release

Jaleco Hudson Soft 1-2 Strategy 60 1st Qtr. 1999

Web Address: www.jaleco.com

Nectaris: Military Madness

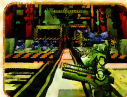
New Life For A Classic Strategy Series

The original *Military Madness* appeared on the late TurboGrafx-16 system and was easily one of the best games ever released on that system (domestically anyway). Even when compared to strategy games that have come since, it still remains in the top 10 of that genre. To the delight of diehard fans and to the many gamers who have never owned a TurboGrafx (which is probably 94 percent of the people reading this), Jaleco has brought over the Hudson remix of *Military Madness* for the PlayStation.

Nectaris: Military Madness has 16 new missions which are somewhat similar to the original although the story is different. However, you can access the original story and missions by completing the new Story Mode. Due to the enormous popularity of the original game in Japan, Hudson sponsored a contest where fans sent in their maps and scenarios. The top 40 winners maps are available for play in the Campaign Mode, and you can also select from the four highest-ranked maps for a total of 44.

So what's the appeal of *Military Madness*? It's extremely easy to get into with an intuitive interface and easily understood objectives. The hook is that it's tough to master and requires a great deal of strategizing. You must correctly match variables like vehicle strengths and terrain effects to properly manage a battle. As you progress through the missions, you'll gain fancier and deadlier weapons which must be deployed with greater precision with each progressive mission. A nice option that was not available in the original is a Two-player Mode. This alone adds a great deal of play time and pits you against someone other than the computer.

In case you were wondering, there was a true sequel made for the original TurboGrafx-16 called *Neo Nectaris* (Nectaris is the original name for MM in Japan) released for the Super CD attachment for the TurboGrafx. It never saw the light of day over here since the TurboGrafx lived a relatively short life. A Game Boy version was also released recently, but that's another story. Fans of strategy should mark their calendars for this refreshing PlayStation release. ●



The air ships are among the coolest crafts you'll have at your disposal.



EGM

128



The little sprites that represented all the vehicles and troops have been replaced by big 3D polygons.

Remix Madness

Originally a TurboGrafx title, *Military Madness* has received quite a facelift. Compare the screens below and judge for yourself.



Intro screen: Déjà Vu? Not much different here except the updated background.



The Maps: The original map was easy to understand and so are the new ones. Nice colors.



Battle: This is the main difference. Squirrmishes are played out in full 3D complete with dramatic camera cuts.



Platform: PlayStation 2 Players: 1-6 Genre: Action

ASC Games I-6 60 November
 Saffire Sports 1998

Web Address: www.ascgames.com

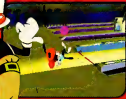
Animaniacs Ten Pin Alley

ASC's popular Ten Pin Alley is getting the ol' rehab treatment, thanks to their new Animaniacs license. You'll get to re-experience TPA's addicting, simple and realistic gameplay, now with a goofy and sarcastic Warner Bros. touch.

The game at heart is basically the same (with the exception to a few minor tweaks to the already excellent ball/pin physics engine). Pick a bowler, position him or her, choose the curve strength, then hit the button at the appropriate times to determine power and accuracy. Only this time, you can play in some pretty outlandish bowling alleys with some even more outlandish characters. Yakko, Wakko, Dot, Hello Nurse, Mindy and more will compete in several lanes, ranging from the original Ten Pin Alley to the Animaniacs Lane (where Pinky, The Brain and others will attempt to crush your lofty 300-point dreams).

Just about every bowling option/feature you can think of will be included. Lane oil can dry up and affect ball movement. Several ball weights and types are available. Characters can bowl right- or left-handed. Bumper bowling is even an option, if you're feeling particularly wimpy.

Up to six people can play this great party game. Just don't expect anything terribly new or exciting if you were a fan of the original.



As you can see, the Nurse's bowling approach is very easy on the eyes.

Publisher/Developer	Players/Genre	% Done	Release
Jaleco Xing	1-2 Fighting	50	February 1999
Web Address: www.jaleco.com			

K-1 Revenge

Full-Contact
Action Returns
To The
PlayStation

There aren't many fighting games that try to present a realistic fighting experience like the original K-1 Fighting Illusion did. You could KO opponents with a single blow and even target specific areas of the body. The main complaint was that the play mechanics were a bit sketchy and the available number of attacks to choose from were low. With this sequel, many of those problem areas are being addressed. K-1 Revenge packs in almost double the amount of fighters featured in the original along with hidden Boss characters who must be unlocked.

To spice things up, the special attacks and even some of the normal punches and kicks have

glowing trails or *la Soul Blade*. It seems gimmicky at first, but it helps you to react to some of the more devastating maneuvers a bit quicker. The polygonal builds of the fighters have also received a major boost with greater detail in the face, but a more uniform body type makes it a little harder to distinguish some of the characters from each other without seeing their faces.

You either loved or hated the fighting engine of the original and this version is no different. It plays almost exactly like the original although you have access to a couple more moves per character. Some of the new moves include the ability to perform dodge-specific attacks and a Boost attack which is basically a button charge maneuver.

Options-wise, you have quite a selection between modes such as One-Player, Versus, Tournament, Team Battle, Training and AI Setup. The AI Setup allows you to choose specific settings for your character and the rest of the modes



Trailing light effects similar to the ones seen in *Soul Blade* have been added to some of the fighters' attacks. Built-up special attacks pack the flashiest light shows.

are pretty self-explanatory. Believe it or not, there is a third installment in the K-1 PlayStation series set for release later this year in Japan. This particular version comes your way early next year.



The lovely ladies give the fighters a short break between fights.



Brutal Reality

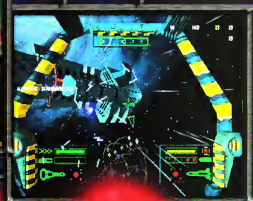


As you'll witness in the full-motion intro, the K-1 Grand Prix features some brutal full-contact fighting. The most famous of the combatants is Andy Huq (pictured above)

who was the '96 K-1 Grand Prix champion and a finalist in the '97 competition. In his win in '96, he bested Ernesto Hoost in the semi-finals and defeated Mike Bernardo in the finals.

COLONY WARS™ VENGEANCE

"THIS GAME LOOKS
TO BE THE DEFINITIVE
SPACE COMBAT GAME
ON ANY SYSTEM!"
- Electronic Gaming Monthly



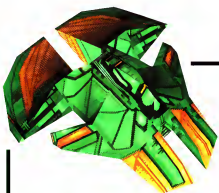
www.colonywars.com

COLONY WARS

VENGEANCE™

key ships

statistics represent standard craft attributes without upgrades.



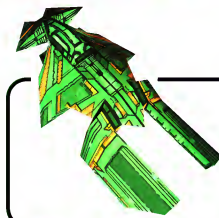
arrow

Role:	SCOUT
Length (MTS):	17.42
Hull:	25
Shields:	25
Cruise Speed:	200
Afterburner:	400
Acceleration:	120
Turn Rate:	512



sword

Role:	STRIKE
Length (MTS):	37.26
Hull:	50
Shields:	50
Cruise Speed:	250
Afterburner:	500
Acceleration:	150
Turn Rate:	512



shield

Role:	INTERCEPTOR
Length (MTS):	24.38
Hull:	75
Shields:	75
Cruise Speed:	300
Afterburner:	600
Acceleration:	180
Turn Rate:	768



lance

Role:	BOMBER
Length (MTS):	41.03
Hull:	100
Shields:	100
Cruise Speed:	350
Afterburner:	700
Acceleration:	210
Turn Rate:	768

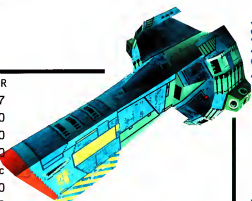


mace

Role:	HEAVY ASSAULT
Length (MTS):	24.92
Hull:	125
Shields:	125
Cruise Speed:	400
Afterburner:	800
Acceleration:	240
Turn Rate:	1024

hex

Role:	STANDARD ISSUE FIGHTER
Length (MTS):	21.17
Hull:	100
Shields:	100
Cruise Speed:	300
Afterburner:	2.5sec
Acceleration:	150
Turn Rate:	512



wraith

Role:	STRIKE
Length (MTS):	25.11
Hull:	125
Shields:	125
Cruise Speed:	345
Afterburner:	2.5sec
Acceleration:	180
Turn Rate:	768



diablo

Role:	HEAVY ASSAULT
Length (MTS):	23.14
Hull:	150
Shields:	150
Cruise Speed:	449
Afterburner:	2.5sec
Acceleration:	210
Turn Rate:	1024



voodoo

Role:	PROTOTYPE
Length (MTS):	28.51
Hull:	175
Shields:	175
Cruise Speed:	650
Afterburner:	2.5sec
Acceleration:	240
Turn Rate:	1280



spook

Role:	DROPSHIP
Length (MTS):	18.69
Hull:	150
Shields:	150
Cruise Speed:	449
Afterburner:	2.5sec
Acceleration:	180
Turn Rate:	768



Publisher/Developer	Players/Genre	% Done	Release
Square Electronic Arts Lightweight	1-2 Fighting	100	November 1998
Web Address: www.squaresoft.com			

Bushido Blade 2

The
Un-Fighter
Returns

Whether you loved or hated the first Bushido Blade (and most everyone seemed to have strong opinions one way or the other), there is no denying that it was truly an original game. Its one-hit kills and giant, sprawling arenas were a radical departure from the status-quo,

and expanded everyone's ideas of what a fighting game could be. But like anything innovative and untested, Bushido Blade definitely had a few "issues." For the sequel, developer Lightweight try to address those problems by tinkering with almost every part of the game, leaving only the general ideas and gameplay from the first intact.

One major problem with the original Bushido Blade was the small cast of selectable characters—only six. Bushido Blade 2 features more than three times that amount with some 30 playable ninjas and samurai, most of which have to be "earned" by completing parts of the game with other warriors. Each fighter still has his/her own unique story, told between battles in real-time cinemas and voice-overs in the game's Story Mode. As you fight your way through your rival clan you will do battle in a variety of locales both modern and ancient—everywhere from parking lots and city streets to castle roofs and bamboo gardens.

Perhaps in response to complaints that the first game was too complicated and difficult to pick up, the controls for BB2 have been significantly simplified. One button now adjusts your fighting stance instead of two, and there are only two different basic attacks from the original's three. The almost completely worthless Block button (about the only thing it



Those few of you out there with a link cable will be happy to know that the first-person Link-up Mode has returned and looks better than ever.

was good for was the fun of slaughtering people trying to use it) has disappeared, so defense now relies entirely on weapon position. Fighters can still get injured and lose the use of one arm, but there are no longer leg injuries where you have to crawl and fight on one knee. The last of the major changes to gameplay are the sub-weapons, which certain characters can now equip and fight double-sword style.

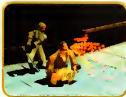
Of course you can't have a sequel without improving the graphics; the characters and backgrounds have undergone a badly needed facelift, looking much cleaner and smoother than in the original. Some nice light-sourcing has been added, so when weapons clash or you slice into your opponent everything is lit appropriately. Also, weapons now drop or fly out of combatants' hands when they are critically hit, adding a little drama to the action.

Fighting fans looking for something different and anyone put off by the complexity of the first game have a lot to get excited about in Bushido Blade 2. Check next month's Review Crew to see if it measures up to its high expectations. **B**

My 2 Yen

I know a lot of people will welcome the simplified controls of BB2, but I can't help but miss the subtlety and range of the old scheme. The sequel looks great though, and the larger cast of characters is certainly welcome—but where did the Dual Shock support go?

—Sushi-X



At EGM's request, Gengoro kindly agreed to ritual suicide in order to demonstrate the superb new lighting effects.



When weapons meet, players need to tap their buttons frantically to gain the upper hand.

Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



Publisher/Developer Players/Genre % Done Release

Enix Co., Ltd. 1 New
 tri-Ace Inc. RPG 100 Japan

Web Address: www.enix.co.jp

Star Ocean: The Second Story

Enix's Latest
 RPG
 Masterpiece

Star Ocean: The Second Story is Enix's 32-bit follow-up to their popular Super Famicom RPG, Star Ocean.

Developed by tri-Ace (the developers of Namco's Tales of Phantasia, the prequel to Tales of Destiny), Star Ocean 2 is somewhat of a departure from the first title.

At the start of the game you select one of two characters: Crowd or Rena, and depending on who you choose, the story begins in separate locations. Your choice only affects the direction of the story line though, since you ultimately meet up anyway and progress together throughout the game. Marking Enix's first major RPG undertaking since the last Dragon Quest, SO: Second Story represents a testing ground of sorts, and it shows.

16-Bit in nature, but 32-bit in execution, Second Story is a conservative step forward in RPG gaming that comes across like a combination of Grandia and SaGa Frontier. The backgrounds in the game are prerendered (like SaGa Frontier), while the characters are all sprite-based. Unlike SaGa Frontier however, the citizens of Star Ocean 2 actually blend well with their environments. Little touches such as seeing your reflection on smooth surfaces (like water) or having your character become darker whenever he/she walks through shady areas are very cool. Battle scenes, on the other hand, switch to a fully polygonal backdrop where the sprite-based characters duke it out in real time. Depending on your familiarity with Star Ocean, you can choose from one of three different settings during battle: Standard, Semi-active or Full-active. Standard is for those who are new to the series, since the battles are fairly fast-paced, while



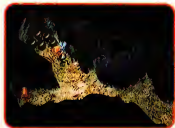
Sound Management
 Hiroya Hatsushiba

Star Ocean 2's CG intro was done by Links, the company responsible for the Shining Force III FMV sequences.

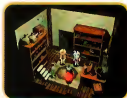
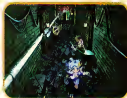
Semi-active and Full-active are for gamers who want more control over every aspect of the battles.

During battle scenes, players can choose Specialty Attacks which are learned during the course of the game. Once you have multiple characters in your party (which can number up to eight, with four on the battlefield at once), you can combine specials to create a Super Specialty. Other cool features in the game are things like: Item creation, Skill learning (which, after learning an appropriate amount of Skills, can then be combined to acquire Specialties) and more.

Already released in Japan, a number of publishers are rumored to be interested in bringing Star Ocean: S5 to the States, and reportedly a deal is being finalized as we write this. With Dragon Quest VII looming over the horizon, it would certainly be a good place to start.



Dungeons look similar to SaGa Frontier, though the graphics in Star Ocean are much more tolerable.



Even though the characters are sprites, they blend in nicely with the prerendered backgrounds.



At the outset of Star Ocean: The Second Story, you can choose from one of two characters: Crowd C. Kenny (left) or Rena Lanford (right). Both characters will eventually come together, but their paths still vary in several ways.



SIR DANIEL
FORTESQUE

~
713 - 747 A.D.

847 -

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SOMEBODY
WOKE UP ON
THE WRONG
SIDE OF THE
COFFIN.



It's not every day that you're awakened from the dead. Much less to battle scarecrows, zombies and flying clocks for the honor of your kingdom. Poor Sir Dan. He's the undead knight on a gothic quest to avenge the forces of darkness. The dead are now undead. The living are crazed maniacs. And the once-mild-mannered pumpkins are now cold assassins. But Sir Dan's got a mighty arsenal—from crossbows, axes and daggers to lightning rods, swords and the occasional chicken drumstick—to fight his way through a dazzling 3-D journey. Although after being dead for 100 years he probably could just kill them with his morning breath.

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EXISTED.

front mule spin or human corkcrew?



through the air like
a human (like, egg, white?)



the pipe is for stunts that smoke.

TWISTED EDGE

extreme
snowboarding

at the first
move
back there ain't
no coming
back.

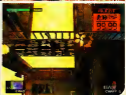
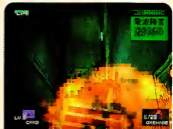
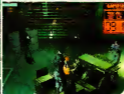


there ain't no coming back.
there ain't no coming
back there ain't no coming back.
there ain't no coming back.

rip the groomers. bust out the aerials. DO THINGS MAN WASN'T MEANT TO DO.
It's 8 extreme boarders, 5 radical tracks and stunts that stem from a sickness in the brain.

Metal Gear Solid

The game's almost here (but we're sure you know that already). Before we give you our final reviews next month, we thought we'd give you a few more screenshots of one of 1998's most-anticipated games. Don't worry though ... we're not through with our Metal Gear Solid coverage. Stay tuned to EGM for another MGS special feature, this one dealing with the real-life weapons and equipment that's represented in the game.



It's a Whole New Game



Coming in November

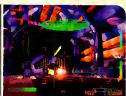
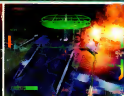
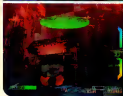
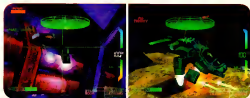


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G-Police 2: Weapons of Justice

Electronic Gaming Monthly got the exclusive first look at the hot sequel to Psygnosis' critically acclaimed futuristic action game, G-Police. Coming in February '99, G-Police 2: Weapons of Justice will have three new vehicles (including mechs and cars), more weapons and a smoother difficulty curve. As you can see from the screenshots, the graphics are incredible—this game is even better-looking than its predecessor.



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KEMCO


NINTENDO 64



Twisted Metal 3

Due for release in November, 989 Studio's TM3 features eight new battlegrounds, 12 vehicles and a new graphics engine. New characters to the series are Firestarter, Club Kid, Auger and Flower Power. Head Hunter is the game's new Boss. Returning from earlier Twisted Metals are Thumper, Road Kill, Mt. Grimm, Hammerhead and Axel, among others. Twisted Metal 3 will support four-player play via the PlayStation link cable.






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cut your umbilical cord to mother earth

streak

hoverboard racing



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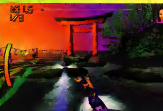
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12 maverick Streakers. 12 bad attitudes.

203.8
3/3

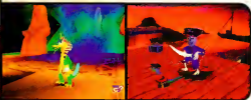
4TH





Gex 3: Revenge of the Gecko

Here are the latest screenshots of Crystal Dynamics' third installment in the popular Gex series. As you can see, the developers haven't run out of ideas for themed worlds. Besides the Egyptian and Pirate Worlds shown here, Gex 3 will have water- and snow-based stages. This game should be hitting the PlayStation early next year.



WCW/NWO Thunder

As long as THQ has the WCW license (until January 1999), they're going to crank out WCW games. WCW/NWO Thunder is their newest PlayStation wrestling title, and it will feature improved graphics, updated rosters and more. Look for it in December.



IMAGINE WINNING THE ULTIMATE BONUS LEVEL



WELL, THIS IS EVEN BETTER! In celebration of two rockin' years of the *PlayStation® Underground™*, we've decided to let gamers cash in on some major prizes! The one-and-only **GRAND PRIZE** is **2,000 bucks**—yep, that's **\$2,000 in cold hard cash!** Twenty of you will score **FIRST PRIZE** and get a **Dual Shock™ Analog Controller**. And another twenty will get a *PlayStation®* game for **SECOND PRIZE**. Not too shabby, huh?!



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What type(s) of games do you like best?

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No purchase necessary. Entries must be received by 1/31/98. One Grand Prize winner will receive \$2,000. 20 First Prize winners will receive a Dual Shock™ Analog Controller, and 20 Second Prize winners will receive a *PlayStation* game. Winners determined by a random drawing to be held on or about 3/15/98 at an odd address selected by SCEA, whose decisions are final. Odds depend on number of entries received. Prizes open to U.S. residents only. For Official Rules, see our website at www.playstation.com/2year or send a S.A.E. to the address below. Void where prohibited or restricted by law. *PlayStation* Computer Entertainment logo is a registered trademark of Sony Computer Entertainment Inc. *PlayStation* and the *PlayStation* logo are registered trademarks of Sony Computer Entertainment Inc. Underground™ 1997-1998 Sony Computer Entertainment America, Inc.

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NBA Live 99

Man, these shots look even better than the N64 version! Live is looking awesome so far. One of the more unique features this year will be facial expressions. Yes, players will now react with anger, laughter, concern, etc. Of course the AI has been tightened up as have the player models and animations. Look for this EA title to hit the shelves in December.



Ridge Type 4

It was only a matter of time before Namco would unleash the next installment in their groundbreaking racing series. Ridge Type 4 looks like it will incorporate many elements that were popular in the first two games, but were abandoned in Ridge Racer. Type 4 will pack in more than 300 cars (counting color variations) beating out Gran Turismo's 160 some cars. Judging by the early screenshots, Type 4 will have new car models enhanced by improved lighting effects, giving the series a much-needed boost in the realism arena. We'll definitely keep you in the loop on this one.



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Warzone 2100

Coming in February from Pumpkin Studios and Eldos, Warzone 2100 is a one- or two-player strategy game similar in style to C&C: Red Alert. In addition, if the PS version is going to be anything like the PC game, players should be able to create AI bots to control their units. These bots will learn how you play, and then control your units accordingly. That way you can go out and kill enemy units while your robot friends do the same.



FIFA 99

A lot of improvements are on tap for FIFA 99. Among others, players will have an acceleration curve as they begin to run. Apparently this feature was implemented last year but not on a very high level. This year it's been cranked up. The result? A much quicker feel to the players' movements on the field. Also look forward to a faster overall frame-rate.

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ocean



PLAYSTATION

You Don't Know Jack

"The irreverent quiz show party game" was a huge success on the PC. Now Berkeley Systems is bringing this off-the-wall game to the PlayStation. You Don't Know Jack is full of insanely hilarious questions and is hosted by a sarcastic jackass (don't worry, he's more funny than he is annoying). One to three players can compete in YDKJ, and once they do, they'll never go back to plain ol' Trivia Pursuit. Look for it in November.



10 Grade School Concepts & Famous Stepchildren **\$2000**

Which of these scenarios is the best example of "diffusion," since it creates equal concentrations of Bradys in each room?

- A. Each Brady boy gets in bed with a Brady girl.
- B. The girls leave the boys' beds for their own.
- C. Greg leaves his bed and gets in Marcia's bed.
- D. Cindy and Jan climb into bed with Peter.

1 \$10,000

2 -\$2,000

3



Lemans 24 Hour

Lemans is based on the world renowned race of the same name held annually on the Circuit de la Sarthe. Choose from 40 customizable cars and choose Arcade or Simulation Mode. In Simulation Mode, you will participate in the grueling 24-hour race in real time! Of course you'll be able to save the game at certain points of the race. Lemans also features day- and nighttime racing with a maximum of 20 cars competing at one time on six different courses.

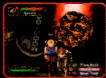


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stay awhile...
Mind if I cut your
head off?

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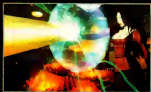
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lies within

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Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



Wachenröder

インターナショナル

More
Strategy
Madness
From Sega

Hot on the heels of *Shining Force III* comes *Wachenröder*, Sega's new strategy/RPG that bears a striking resemblance to the classic *Shining* series. Touted as a "steam-punk epic," *Wachenröder* takes place in a futuristic world where all the technology is steam-based, from the vehicles all the way down to the weapons. That's right, even the weapons—swords and all—are steam-powered.

Designed by the same crew that created the characters for *Allies*' *Groove-On-Fight*, *Wachenröder* could best be described as somewhat of a cross between *Shining Force III* and *Final Fantasy Tactics*. While the characters are all pre-rendered sprites, the backgrounds are fully polygonal and can be rotated at 90-degree intervals (and tilted or zoomed as well).

Once engaged in battle, players can choose from a number of commands: Move, Attack, Move Object and Item Use. Fairly standard stuff, but when selecting Attack, you have a couple of options. You can opt to attack in a relatively straightforward way, where a gauge pops up showing how much charge you have for your S.R.G. (Steam Refine Gear). The amount of time you wait to let'er rip will determine how much damage is delivered. If you have enough steam-power you can unleash a "Super Steam Barrage" that does mega-damage. During these scenes, the game switches to a cutscene, similar to *Shining Force III*, where the characters go 100 percent polygonal and pull off some major butt-whoopin'. Although these scenes aren't as impressive as those in *SFIII*, they still add character to the game and can be turned off at any time should they get annoying.

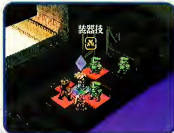
Each stage, as with most strategy/RPGs, has an objective, whether it be to rescue a group

Publisher/Developer Players/Genre % Done Release

Sega Enterprises, Ltd. 1 Strategy/RPG 100 Nov Japan

Sega Enterprises, Ltd. Strategy/RPG

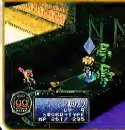
Web Address: www.sega.co.jp



Gameplay in *Wachenröder* is similar to that of *Final Fantasy Tactics* or *Shining Force III*.

of imprisoned allies or to defeat some unnaturally strong mid-Boss. As with games of this nature, the story line is very linear, and you make your way through the game with very little character interaction outside of battle scenes. However, with a plethora of characters to use and six different areas to explore, *Wachenröder* provides more than enough variety to keep fans of the genre satisfied.

Since the chances of *SoA* bringing this to the United States are extremely unlikely, the only way you're gonna get to play it is to import it. While it won't make you forget about *Shining Force III* Scenarios 2 and 3, it'll at least help ease the pain.



The impressive FMV intro scene utilizes a combination of CG graphics, real-life sets and figurines (kind of like the *Thunderbirds*). The imagery is of unusually high quality for a Saturn title.

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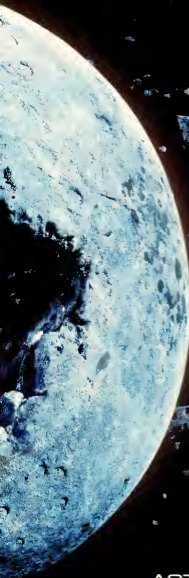
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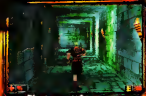
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Arcade

Game Directory

- Soul Calibur
- Fighting Layer
- Hell Knight

PREVIEWS

Soul Calibur

Not Just Another Tekken Game

Soul Edge was released a couple of years ago, right after the excitement over Tekken 2 started to die down. Die-hard Tekken fans hoped for something to sate their appetites for a new game in the series. Other fans hoped for a worthy weapon-based fighting game not seen since the Samurai Shodown series was in its prime.

Soul Edge was released on the PlayStation in a better-than-perfect translation entitled Soul Blade. With arguably the best cinemas ever seen in a video game, and easy-to-perform moves and combos, the game was just screaming for a sequel, and now it's here.

The story line for the game is extremely deep, unlike Tekken which has absolutely no story line (until its PlayStation counterpart came out with cinemas, that is). One of the main baddies in Calibur is Nightmare, who is an evil version of Siegfried. It seems that at the end of the Soul Edge tournament, Sophitia, mortally injured after destroying one of the evil Soul Edge swords, was about to be killed by the now-insane Cervantes. Taki jumps in to defeat Cervantes and takes Sophitia from the battlefield. Siegfried finds the broken Cervantes and Soul Edge. Taking the sword, Siegfried becomes possessed and is now the final Boss in Calibur. The endings in this game will be even more elaborate.

It could be said that the Soul Edge team learned a lot from the development of Tekken 2, the Tekken 3 team learned from Soul Edge, and now the latest installment, Soul Calibur is a hybrid of all these games. To an expert Tekken player, Soul Edge offered little but pretty graphics. Most of the "combos" consisted of simple AAA, ABA, ABC button presses, and the characters were highly unbalanced. Soul Calibur addresses many of these problems, and attempts to repair them. Out with most of the NK-style button-mashing combos, and in with the strings ... plus there's more.

There are a ton of brand-new innovations that make the game a marvel to play: guard impact, staggers, stage variance, stance

Publisher/Developer Players/Genre % Done Release

Namco	1-2	100	Available
Namco	Fighting		New

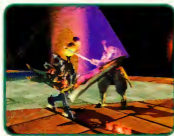
Web Address: www.namco.com



Astaroth is the Rock substitute in Calibur. He is super huge and really not all that slow. As a result he has a distinct advantage over most characters in the game.



changes, motion delay and analog cancels. Guard impact and staggers are pretty much an attempt at applying realistic physics to the combat. For example, if Astaroth swings his huge axe at Taki, her relatively small Sais are only going to do so much to block the



Voido is mostly unchanged, except in costume and a few new moves.



Nightmare is insane. He has the moves of Siegfried and a few of Cervantes.

My 2 Cents

This game is the one. The graphics are on par with, if not exceeding, Virtua Fighter 3's, and the gameplay is far superior. Like I said in the preview, it seems like Namco just learns more and more from their own hits and makes their new games even better. Even the characters are the coolest in any current fighting game. This is one game to watch for.

—Mark Hain

GET IN THE GAME

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-Mike

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-Matt

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-Selth

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-Arie

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Soul Calibur is all about range. If you have long range, you will have an advantage, unless that range is with a heavy weapon. In that case, your weapon will slow you down a bit.



Soul Calibur gives you a lot more freedom of movement than Soul Edge. It's much easier now to sidestep and get around the stage.

attack. As a result, it's possible to cause Taki to stagger, effectively leaving her open to another hit. While this may seem unfair, you'll need to remember that Taki is a lot faster than Astaroth and would therefore be able to get a lot more hits in before he even pulls off a guard impact. It's just up to you if you want to be able to hop around and jab your opponent to death or simply smash them with just a couple of slow hits.

On a side note, the weapon meter from Soul Edge is now gone. While you won't be able to destroy your opponent's weapon anymore, there are still plenty of ways to take care of "blockers." For starters, it is now easier to pull off unblockable moves, and with the weapon weight and stagger system, it should be no problem to knock a blocker out of his stagnant position. Additionally, some characters are able to execute special attacks that can only be performed while running. The fact that your opponents can run around and crack you on the head while you're standing still can make for some tricky fights.

Besides the new combat system, Soul Calibur has Stage Variance (Namco's words, not ours). There are ovals, octagons, squares and many more. This is important in Calibur because, like the Virtua Fighter series, there are ring-outs.

Returning from the original ensemble found in Soul Edge are Mitsurugi, Taki, Sophitia and Voldo. However, as is to be expected in a sequel of this nature, there is a slew of new characters. Available from the outset are: Nightmare (a revamped Siegfried possessed by the Soul Edge), Kikih, Xianghua, Maxi (a nunchaku specialist to satisfy Li Long fans), Astaroth (big guy with a big club—Soul Calibur's "Rock" substitute) and perhaps the most devilish new member, Ivy (a platinum blonde in a skimpy outfit with a multifaceted sword that turns into a whip). It's pretty obvious this is a much-improved game over the original. Even if Soul Edge wasn't your cup of tea, you might want to give Calibur a look. It should be out nationwide when you read this. ☺



Hidden Characters

Hwang and Yoshimitsu to star



In addition to the old and new characters that make up the Soul Calibur roster (in tradition with most Namco fighting games), there are time-released characters. One of these is Hwang from Soul Edge. He is basically the same, with some cool new sword swipes and a new costume. The most surprising character to appear in this game is the sword-wielding mechanical ninja from the Tekken series, Yoshimitsu. Since the game hit arcades, you might have fought a "blurry" character in a samurai outfit called "Unknown Soul." Recently in test locations where the game has been used for several weeks now, Unknown Soul became playable and is now Yoshimitsu. Yoshi has all of his moves and combos from the Tekken series, as well as his ability to fly and teleport. Since the focus of Calibur is on weapons however, his sword game has been improved drastically. He now has an even wider range of sword moves he can perform quickly and for a good amount of damage. It appears he might be the original Yoshimitsu since he is partially made out of wood and is wearing his Tekken 1 outfit. He actually looks like a cross between Mokujin and Yoshimitsu the first.

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Fighting Layer

The Makers Of
Street Fighter
EX Team Up
With Namco

Last month in News we told you that Arika, a company known for its 3D versions of Street Fighter was breaking apart from Capcom to produce their own games. The company has developed another 3D fighting game, but this time Namco is behind the distribution.

It really doesn't matter who brings the game out; Fighting Layer (besides having simply the dumbest name ever) is strictly Arika. In other words, if you've played EX, you know what to expect in terms of gameplay. Very much like EX, Layer is a six-button Capcom juggle fest like 90 percent of the games infecting the arcade market today. That being said,

it's also by far the best-looking Arika game yet, with much more speed and attention to detail than the EX series. The game runs at a speedy 60 frames per second, which makes the character animation incredible. This is also used in the movement of the backgrounds, all of which have multiple eye catchers (like the Horse in the background of Cracker Jack's stage in EX, but not as distracting as some of the spacecraft zooming around in Star Gladiators).

As of press time, we're not sure how many characters the game has, but from the pictures we've seen, there are at least 10. The cast is made up of a strange mix of Rival Schools, EX and Star Gladiators-style characters. One fighter resembles the traditional Ninja in a blue outfit similar to the "Judge" in the Samurai Shodown games. Luciane is the possible name of a gun-wielding female. Exodus is a wrestler-looking dude who can smash you with furniture. George (artwork on right) looks like Elvis in a Marshall Law outfit. An alien of some kind is on the roster as well; he looks like something straight out of a James Cameron movie. A possible Boss in the

game is a huge guy with a lance who is powerful. One slash can take you down to about 50 percent, while 20 hits from your weapon will hardly dent his armor. Gameplay hasn't been nailed down yet. It seems the super meter is set up the same as the EX games—three levels with multiple level supers possible. The special moves in the game are awesome—more along the lines of Gladiators than EX. A couple of the characters even carry weapons. And it

Publisher/Developer Players/Genre % Done Release

Namco 1-2 80 4th Qtr.
Arika Fighting 1998

Web Address: www.namco.com



Some characters in Layer wield weapons. Exodus here on the left has a number of tables, chairs or other furniture to bash you over the head with.

seems the gameplay relies a lot on sidestepping, something missing from the EX games.

If you're tired of the Street Fighter-esque style of fighting, you might be better off playing a more original game like Soul Calibur. The "strategy" in this game'll probably be no different than that of Street Fighter, if you're thirsting for more hadoken-throwing action with brand-new characters in an original world, then this game should be right up your alley.



We don't know his name, but the character in the blue and white holds some greater significance (Boss?).

My 2 Cents

Fighting Layer is a little early to "review" at this point. Still, I am tired of the button-mashing Capcom-style juggle fests. This game has original characters, and Arika has proven itself capable of creating cool new characters to place in this style of fighter. The best part is the speed, which is way faster than the EX games.

—Mark Hain



It seems the gameplay in Layer relies a little more on sidestepping.

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Publisher/Developer	Players/Genre	% Done	Release
Konami	1-3	85	4th Qtr.
Konami	Light Gun		1998

Web Address: www.konami.com

Hell Knight

If You Liked
House Of
The Dead ...

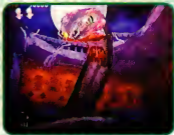
Konami is all about innovation. Whether it be old-school classics like Castlevania or newer, graphically stunning hits like Racing Jam or Fighting Bujitsu, you can always expect a cool new twist to a popular genre. A couple of years ago, the company jumped into the gun-game genre with a game called Crypt Killers. The game featured three shotguns and pitted you against a ton of undead baddies. The graphics were not exactly breathtaking, but there was plenty of action on screen to keep even the most trigger-happy foos satisfied. Other gun games have followed, most recently Operation Thunder Hurricane and Teraburst. Hell Knight is Konami's latest light-gun project.

The closest game Hell Knight resembles would be Sega's House of the Dead. In fact, aside from a slight graphics-style difference, you could be playing the sequel to HotD. The textures in this game are an improvement even over Konami's most recent releases. The walls, characters and enemies are all smooth and detailed and the Bosses are cool and original.

We join the story with three heroes, two of whom are men carrying pistols and the last a woman with a shotgun. They are in search of a lost comrade. Enemies are of course zombies that take 20 shots to kill (unless you take their head off), zombies that attack you with large mechanical drills and such, and zombies that look like skeletons. A cool new non-zombie enemy is a ghost/spectre creature that flies at you. HK is so similar to HotD that it has scissor-wielding midgets, boxes and chandeliers

you can shoot, and quick camera movements that make shooting enemies that make such harder. The Bosses, however, are completely original. In Course A alone there are at least three. The first you face is a super-huge snake (can anyone say anaconda?). Another is a zombified butcher who lobbs slabs of meat and undead creatures in your direction.

Hell Knight is separated into three courses: A, B and



There are a ton of Bosses in Hell Knight. The first level alone has at least three, one of which is this huge serpent. Shoot him in the head to kill him.

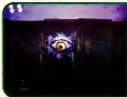
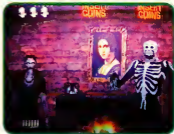
C. Each is increasingly more difficult than the last with larger creatures breaking up the monotony of constant zombie target practice. Since the game features the characters who wield pistols and another who uses a shotgun, the arcade cabinet is equipped with two pistols and a shotgun (go figure). You can cock the shotgun off screen to reload, or like in every other gun game, shoot off screen. So far, we haven't seen any special weapons in the game. It's also unknown what kind of special ways of scoring points there may be (such as the golden frogs in House of the Dead), but there are several zombies you see in the background that might have a special significance. This game should be shipping soon, and as soon as we know more about it so will you. ●



Special Tip

Tired of the same old reloading?

This is a tip previously shown in *Expert Gamer*, but it works with most gun games and is worth mentioning again. If you're sick of pointing the gun off screen to reload, this little trick will assure you an edge. Place your non-trigger hand near the end of the barrel of the gun. When you're ready to reload, cover the barrel with your index finger and pull the trigger. The game will think you have shot off screen and you will be reloaded. This unfortunately will not help your arms and trigger finger from falling off from exhaustion, but one problem at a time please.



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Untitled Capcom Game

This game is extremely early, but it shows that Capcom is moving in a different direction. The shots we've seen indicate this game will be a quasi-3D fighting game with mech-like robots. The graphics look just awesome, and from what we've heard, the frame-rate is quite a bit faster than the Arika games. Alpha 3 and EX2 have just hit arcades, so don't expect to see this one for a while.



Gunbird 2

As we've said time and time again, shooters are a dying genre in today's arcades. That's why we're so happy when we actually see one! Gunbird 2 from Psikyo looks essentially like every other shooter—tons of special weapons, tons of enemies on screen at once and tons of fun. It looks much cleaner than the first game or others like it, such as Raiden.



Chaos Heat

Street Fighter Alpha 3

This game is about to ship as we speak, and it is just about the pinnacle of Street Fighter games so far. We've now heard that there are special Bosses as well, one of whom is the infamous Balrog! He is completely old school with a couple different moves. There are two other secret characters we know of, one of which has two selectable forms.



Not much is known about this new game from Taito. It seems to be an adventure game, where the story takes the front seat. From the screens we've seen it looks like the Boss characters are going to be extremely tough. We're not even sure what genre Chaos Heat falls under, but it is not just a simple fighting game. It also appears to link to other games using special new hardware touted as Taito-Net. More on this one soon.





Spikeout: Digital Battle Online

We have more screenshots and even more information on this cool new Sega game. It's not really a fighting game, it's more in the style of Streets of Rage. The game uses two cabinets and a special link cable for multiple players. There are several characters in this game, such as Spike, of course, a small boy (possibly Spike's son), White, Tenshin and Linda. The game uses four buttons: Beat, for basic attacks; Charge, for special attacks; Shift, to help you face opponents and a Jump button.



Operation Tiger

Several years ago, gun games were not as commonplace as they are today. One of the first of the genre was a little game called Operation Wolf. The game used a mounted submachine gun with a special Grenade button for tough jams (like most gun games have today). It's been almost a decade since that game was released, and in that time there have been several sequels. Now an all-new sequel is on the way from Taito, and it seems to be similar to the previous games but with a highly accelerated graphics engine. Not much else is known at this time, but more will follow in the months to come.

Psychic Force 2012

Psychic Force 2012 is a sequel to Psychic Force, a mediocre fighting game released in arcades and for the PlayStation. The interesting thing about this game and its predecessor is that the gameplay is similar to a Bushido Blade or DragonBall Z. That is, you don't simply stand on a two-dimensional plane, fighting another character. You can fly, go deeper into the background or closer to the foreground. The story line is not known at this point, nor how many characters will be playable. However the special attacks and the overall animation look just awesome. Unfortunately there is a chance it will not be released here since the company who made it, Taito, has closed its U.S. offices.

Dead or Alive ++

Dead or Alive was a fairly popular fighting game on Sega's Model 3 board. It had quite a few gorgeous women and the animation was typically excellent. Now comes this quasi-sequel with several new characters and backgrounds. Not much else is known about this fighter by Tecmo, except that it may include a different combo system, and all original characters will get several new moves. Look for a larger preview on this update in a future issue as soon as more information becomes available.



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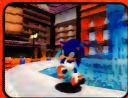
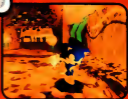
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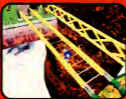
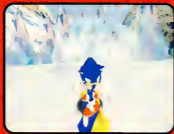
So ... imagine something a bit like Super Mario 64, throw in Sonic and his chums, crank up the detail by 25 times or so, and watch it glide gently by at a steady 60 frames per second with absolutely no polygon pop-up or tearing. There's none of that nasty anti-aliasing blur that Nintendo games seem to favor, and everything moves at breakneck speed. What more could you possibly want from a next-generation Sonic game? What we have in Sonic Adventure is the seemingly perfect combination of beautiful, crisp graphics and mind-altering velocity.

The Net savvy among you may have read on many of the online gaming Web sites that Sonic Adventure is an RPG. It isn't. It's a 3D action game of the highest order that just happens to feature six different playable characters who all see the game differently. It's based on Earth (not Sonic's homeworld of Moebius) and will feature some character interaction. It's not a Zelda-style game though. It doesn't touch on Final Fantasy territory. At its heart, this is the game that Sega really needed three years ago on the Saturn to combat the likes of Mario, Crash Bandicoot, Gex and the resulting slew of brainless rip-offs.

great

Sega's blue blur finally returns in a new game, with a new look, on a new system. But is his spectacular adventure enough to put Sega back in the game?

By Crispin Boyer and John Davison



In fact, if truth be told the whole thing actually started off as a project for the Saturn. Yuji Naka and the Sonic Team have been working on the project now for some



considerable time. Sources at Sega of America have indicated that the game has been in the works since NIGHTS was released. Sketches

and concepts are rumored to have been produced as early as late 1995, and once development began it was soon found that the project wasn't going to work as a Saturn product.

From here, the Dreamcast-based project was born. Sonic Team has been working extremely closely with the Dreamcast hardware R&D team, and EGM has learned that some key features in the system hardware are actually by virtue of Sonic Team. As yet we are still to learn what these are, but it's indicative of the level of importance the Sonic project has to the whole system philosophy. Naka-san and his team are as important to Sega as Miyamoto-san is to Nintendo.

When Sonic Team worked on NIGHTS and later Burning Rangers, it was a 20-strong group. Now as

Sonic Adventure is nearing

from the get-go of speculation over Sega's new system, industry pundits would trust Sega enough to carry its next console. But what do you gamers think? After all, you're the folks who'll ultimately make or break the Dreamcast, and we wanted to know your thoughts on the system and

Sonic's much-anticipated new outing (besides, no sane retailer will pass on a hotly marketed product). So we solicited your comments.

The majority of respondents have adopted a wait-and-see attitude—and your caution is understandable, considering Sega's track record dating back to the Sega CD's spectacular failure. Some of you seem to have been stung a little too badly by Sega and are true naysayers, while a few others are gung-ho Sega fans who can barely contain their bladders at the prospect of importing the system. Nearly all of you seem to agree that, by launching with a triple-A mascot title, Sega is on the right track this time.

All right, enough of our lip. We now turn the soapbox—and the following two pages—over to you, the readers.



the gung-ho

* Sonic past his prime? No way! Sonic is still one of the freshest characters in all of video game history, and I'm sure Sonic Adventure and the millions of people who buy this game will prove this.

—Brandon Trbojevich
trbojev@the-bridge.net

* I would have bought the Dreamcast no matter what. ... Sonic Adventure just makes me wanna jump up and down and say see ya N64.

—Bobby Meyers
merck8ter@aol.com

* I think Sonic Adventure is very important to the Dreamcast's success, because the world needed another Sonic game after Sonic R came out. If the Dreamcast is to be successful, Sonic Adventure needs to be a launch title.

—Chad Coup
mecoup@nwl.net

* I think [Sonic Adventure] is worth the wait. The graphics look outstanding. The gameplay style is great, 2D to 3D is a great step for the Dreamcast. I was going to buy a Dreamcast before Sonic, but Sonic just adds to how great it is going to be.

—Kendell "K-Dawg" Readd
superkenny@hotmail.com

* Sonic Adventure looks like it will be a great game. I think the graphics are top-notch. They appear much like Super Mario 64 but crisper. I think it will definitely be worth the wait.

Sega has always managed to release great Sonic games, and the last thing they want to do now is screw it up.

—Andy Hayward
Plainfield, Ill.

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completion the team is up to nearly 100 members—all working toward getting the game ready for an “end of year” release date in Japan. At present it’s still unclear as to



whether Sonic will actually be a launch game in Japan. Yuji Naka stated that “we are working on the game with the intention of it being a launch title, but because of the nature of developing a video game, it’s hard to say if it will be on time. That’s why it is set at this time as being released ‘end of this year.’”

As a feat of technology, Sonic Adventure would certainly appear to be something pretty special. The team traveled to many locations, many of which were in South America, searching for locations to inspire levels for the game. Many of the texture maps are directly from digitized photos taken in Guatemala, Mexico and Peru. As you look at the screenshots throughout this feature, watch out for the inca levels. The degree of detail in the textures is simply incredible, and

the cautious

• Beters I even think about buying the Dreamcast, I want to see some more games. ... No matter how good a game, Sonic Adventure alone won't make Dreamcast a winner. As of right now, I really have no enthusiasm. Show me that they have some good third-party developers and I'll take a second look. If it was my choice, I'd boot Sonic and try to come up with a better mascot for Sega, something less annoying and more funny. Annoying mascots don't make it in this world. Bubsy taught us all that.
—Michael Drucker
mikescool@aol.com

• I was interested in buying [the Dreamcast] before the Sonic screens were shown, and Sonic Adventure only adds to my interest. But I bought a Saturn and wasted a lot o' money and was hardly satisfied. ... I will have to wait a year or so to see how it turns out and what the prices are like.
—Hugh Alston
korn@direct.ca

• As for Sonic, I think it looks awesome, and if the gameplay is good, I will dish [out] dough for it. I will take precaution, though. Sega has duped games in the past and better not again or their company is as good as dead.
—Sean C.
bsj27008@aol.com

• Having seen one too many Sega systems fail (excluding the Genesis), I am reluctant to buy the Dreamcast, but I think I will wait and see how the market goes for it before risking potentially \$299 to \$399. ... I'm staying neutral until I can make a fair judgement when it makes its debut.
—Joe Usher
miner@hotmail.com

• I think the new Sonic game looks great, but I still don't think it was worth the wait. They could have finished Sonic Xtreme for the Saturn, but they scrapped it for this one, which wasn't fair for Saturn owners. ... Sonic Adventure hasn't influenced me to buy the Dreamcast. I will have to wait and see what else the Dreamcast will offer first instead of sinking my money into it like that.
—Ruben Lara
TheRockRL@aol.com

the naysayers

• Sonic Adventure looks cool, but I'll need more reasons to purchase the Dreamcast. I lost a lot of hope in Sega when the Saturn bombed. ... I think Sonic is a little dated. Sega needs a new mascot for the Dreamcast, or they need to bring back an old one. Long live Alex Kidd!
—John Martin
Bart5405@aol.com

• The Sonic game looks pretty nice ... but I'm going to stick with the Nintendo 64 for the next year or so.
—Patrick McCormick
depaderico@juno.com

• ... the graphics are pretty good, but I don't think it is going to be worth the wait. It hasn't influenced my decision much at all to buy the Dreamcast. I don't think Sonic will be that big of a success. He is way past his prime.
—Tyler Carner
tyler_carner@hotmail.com



• I've just never been a fan of Sega. A strong feeling has always told me to avoid the Saturn, and time has proven me right. I've been very timid about buying anything after 32x and Sega CD. I knew they would mess up the Saturn, too. ... So, NO, I won't be buying a Dreamcast till it's on solid, CHEAP ground and has a proven library of games.
—Robert Black
nbw92d@prodigy.com

• Based on Sega's previous success (cough, cough), I don't know if I'm going to buy it. I was never a big Sega fan.
—Chris Accursi
accursi@earthlink.net

Which of the following statements best reflects your thoughts about Sonic Adventure for the Dreamcast, after seeing the screenshots?

I'm not very impressed.

307

Dumb. Rate. Bad game.

500

This reaffirms my hopes for the system.

341

I'm still going to have to see it in action for myself.

873

I'll definitely be getting a Dreamcast now.

1,499

I'm pretty impressed.

421

videogames.com main poll results
for Tues, Aug. 25, 11:20:55, 1998



reader

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OF

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- Mace Daniels



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GORE

that's all "real" stuff.

If you want to play a numbers game with the technology, we can tell you that the game runs in high



resolution at 640x480 and sustains a constant frame-rate of 60fps. There are very few products around at the moment capable of making a boast like that, even Voodoo 2-based PC games would be hard-pressed to shift the 600,000-plus polygons/second that are being treated with every trick in the Dreamcast's arsenal.

Beyond the obvious graphical



trickery, the game will also make use of the VMS pack with some form of A-Life-based product. No details have really been announced as we go to press, save for the fact that the VMS game will integrate in some way with Sonic Adventure. A nurturable Sonic, perhaps?

As for the sound, the biggest news we have is that all of the characters in the game talk. Sonic finally has a voice!



sonic

So far it would seem that Sonic's abilities have stayed pretty much the same. He's still fast, uses spin attacks, jumps ... you know, the usual stuff. As far as image goes though, he's clearly been changed again. First he was pitched at the kiddie-crowd for the comics and TV show; now he's a hip, happening, urban-thang. Or something. Having hands that big must be very awkward.

big

Character names never fail to impress us. Big is, ahem ... a "big" cat, with a fishing rod, no less. Those of you familiar with the Sonic game history will no doubt be aware that Big has not appeared before. He's a new boy.



tails

Around since Sonic 2 on Genesis, Tails (a.k.a. Miles Prower) has been Sonic's faithful sidekick for some considerable time. From what has been seen of the game already the character would seem to retain many of his old characteristics—right down to using his twin tails as helicopter blades.



[HOLD YOUR HAND OVER THIS PAGE.]

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winter before

(madness)

descends upon the land.

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CRAVE
ENTERTAINMENT

Let's just hope that it's not as irritating as the kids' TV show character when it's translated into English. The voice work is important to the adventure aspect of the gameplay, since there is a limited amount of interaction that helps develop each of the six main stories that run through with each playable character. We even hear that Sonic may



talk with human characters at some point in the game, too. More news on this next month.

While we're on the subject of sound, as an interesting sidenote, when Sega showed the game for the first time in Japan, the sound guys recorded the crowds chanting, "Sonic! Sonic! Sonic!" to use during one of the Boss scenes in the game



(probably for when Sonic fights with Chaos). Not the most earth-shattering piece of information, we'll agree, but you have to admit it's pretty darn cool.

From a gameplay standpoint, it's already perfectly apparent that the game is going to be absolutely huge. The incredible speed of the gameplay has obviously been a contributing factor in this.



knuckles

Debuting in Sonic 3 way back when, Knuckles has always characteristically been the "extreme" element. He's also one of the few ancillary characters to star in his own game (Knuckles Chaotix on 32X). Like Tails he retains his old abilities. Knuckles has been observed climbing and gliding in Sonic Adventure demos. What's an echidne? Look it up. We had to.

amy

It's a pink character ... must be a girl then, right? Those crazy Japanese developers, eh? Originally appearing in the moderately successful Sonic CD, Amy was cast as Sonic's "will he, won't he" girlfriend. We have no indication as to whether they ever "got it on." Apparently her specialty is running away from danger ... women, eh?



e-102r



It's still not entirely clear how a robot ended up being one of the "good guys," but as you're probably aware, E-102r is another brand-new character. Brandishing a lesser rifle, he's also the first-ever ally character to have a weapon of any kind. Previously only Robotnik and his minions were armed.

critter

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DREAMWORKS
INTERACTIVE

After all, what's the point of having original-game-like bursts of velocity if the level structure doesn't allow you to enjoy it? Naka-san and his team have clearly been working on this, and nowhere is it more appar-



ent than in the Speed Highway section. Sonic hurtles through streets and urban scenes, between buildings, past fountains and landmarks and then even runs up and down buildings. Seeing him scream down the side of a skyscraper really has to be seen to be believed. The camera sits above Sonic and gently pans along with him as he screams past each story of the building until he reaches a different surface.

The camera system is actually another very important aspect in the "big picture" too. The intelligent way that it seems to scan the gameplay is impressive for two different reasons. First, it captures both the scale and the speed of the thing, but more importantly it acts as a "gameplay guide." While Sonic Adventure is by no means "on rails," the game guides the player through different sections simply by positioning the camera within the environment. If you naturally follow what

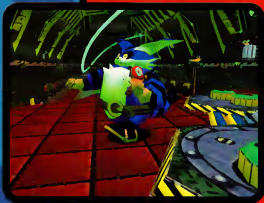
developer

It

to balance our look at both Sonic Adventure and the Dreamcast itself, we decided to complete the picture by throwing down the opportunity to the game-development community to comment. The past year or so has seen the break-up of many large and dominant teams and the

"future" of development lies with the new start-up companies that are headed by respected industry gurus. Interestingly it's predominately the new teams that are getting in on the act with Dreamcast early on. Many of these young companies had some poignant points to make, but the underlying vibe seems to be extremely positive.

The Dreamcast technology seems to be a real turn-on for the development community, but more importantly, the parity with PC development seems to be a defining factor. A number of developers have informed us that DirectX-based PC games can be easily ported to Dreamcast in a matter of days prior to optimization ... which can only be a good thing.



• I think Sega's Dreamcast is a very interesting development at crossing the bridge between console and PC.
—Peter Molyneux, Lionhead Studios

• For Sega I am very impressed with the machine ... I am becoming a kid of spokesperson for them over here now. I think they have produced just what is needed next. They have also clearly learned from their mistakes on Saturn. It's a sure thing. They are going to look very good for a while.
—Dave Petty, Shiley Entertainment

• Dreamcast will have the best driving game (courtesy of their arcade division), the best beat-'em-up (ditto) and with the news of Sonic Adventure, possibly the best platform game. It will have the graphics power to blow away the competition, the processor

power to match high-end PCs and for once, enough RAM to actually do something useful with the rest of the hardware. It could be the first time a console has had the edge in every possible way. For Sega to fail to take a huge chunk of the console market will take a cock-up of Atari-like proportions, or a worldwide recession leading to the end of civilization as we know it. Mucky Foot will definitely be supporting Dreamcast.
—Mike Diskett, Mucky Foot Productions

• PowerVR next-generation is fundamentally a very different technology to 3DFX. It's harder to get the best out of it but, when you do, cool features such as the hardware volumetric lighting and shadows are incredibly powerful. I think it's a chipset that people will push further and further as time goes by.
—Richard Groves, Pure Entertainment

A large black circle is centered on a glowing yellow sun against a starry space background. The sun is a bright, circular light source with a soft, yellowish-white glow that fades into a dark blue and purple space filled with numerous small, distant stars. The black circle is perfectly opaque and contains the text in a bold, yellow, sans-serif font.

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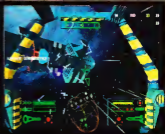


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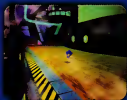
feels right according to the view, chances are you're going to be heading in the right direction.

So, from what we've seen so far, it would appear that from a purely design-oriented standpoint, Sonic Adventure is going to be a tough one to beat. Despite this though, is it



going to be enough to satiate the desires of game players around the world? More importantly, will the ever-fickle Japanese otaku embrace Sega once more? The Saturn had a rough ride all over the world; Genesis was certainly second place to the Super Famicom in Japan; and, more importantly in this regard, Sonic was always a very big hit in the United States and Europe but was never really a big draw in Japan.

Sonic Adventure's success here in the United States, however, is virtually assured. If the Dreamcast launches with it, and the price of the system is right, the game may well singlehandedly establish the system. But the Japanese launch is a year in advance. Sega Enterprises President Shoukichiro Irimajiri has stated that "currently seven to eight titles are expected to be launch titles," but apart from Godzilla—which is still an unknown in terms of gameplay—there are no firm names. For Dreamcast to be a big success, it needs to establish a strong base in Japan. With such a firm foundation in place, we are assured a steady flow of high-calibre development from both sides of the Pacific. But to get a firm base in Japan, we need to see more than just Sonic. We



• Dreamcast is a fantastic opportunity for the industry. Since its spec is so much closer to PC than any console before it, we will see a huge amount of developer support for the format and much closer dual SKU releases. The only fly in the ointment is the response from Sony/Nintendo. I am sure that we will see a classic "spoiler" announcement from one or both on new technologies just around the time of the Dreamcast launch. If this has the desired effect of making punters hold onto their cash until the others hit the streets then Sega is stuffed.
—Chris van Der Kuyf, Vis Interactive

• Dreamcast opens up so many more possibilities for innovation—of course, you'll see a lot of pretty standard games from the usual suspects (I won't name names)—a lot of platformers, IndyCar titles, sports sims and so on, but I reckon that the most creative developers will create a few really revolutionary products. Whatever the technology, what really matters is software. Dreamcast really does rival Sega's arcade hardware, and I'm sure we can look forward to V's, Rally 2 and a host of other top-quality conversions. Sega is also ideally poised to have the "killer app" that evaded Sony at PlayStation's launch—Sonic looks like it's going to blow Mario away once and for all... only time will tell, though.
—Harry Holmwood, Pure Entertainment

• I would say that Dreamcast looks quite interesting from what we have seen. The



marketplace surely could use a more powerful platform, and we at Oddworld would love to see something out there that could help us realize our own personal needs.
—Sherry McKenna, Oddworld Inhabitants

• We feel we are heading to where the future of gaming lies—Dreamcast. As a developer lucky enough to be given the chance to work with Sega from the start, we feel we have a unique opportunity to help make this awesome console a success.
—Bizarre Creations

• It's a great honor to be working with Sega on this exciting new venture. I believe that Dreamcast is the platform that can provide the player with the most immersive, real and believable gameplay experience around.
—Andy Campbell, Red Lemon Studios

• Currently we have no plans for development on the system.
—Media Relations, Square Soft

developer

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Acclaim

59⁹⁹



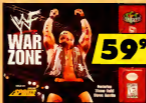
TUROK 2
NINTENDO 64
Acclaim

64⁹⁹



EXTREME G 2
NINTENDO 64
Acclaim

59⁹⁹



WWF: WARZONE
NINTENDO 64
Acclaim

59⁹⁹



WWF: WARZONE
PLAYSTATION
Acclaim

49⁹⁹



MADDEN '99
PLAYSTATION
Electronic Arts

44⁹⁹



NASCAR '99
PLAYSTATION
Electronic Arts

44⁹⁹



NBA LIVE '99
PLAYSTATION
Electronic Arts

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MADDEN '99
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NASCAR '99
NINTENDO 64
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NBA LIVE '99
NINTENDO 64
Electronic Arts

49⁹⁹

Sonic's



need firm details of VF3 and Daytona 2, for instance. Sega needs to push the system as being the only machine that can really produce arcade-perfect games.

Like most 3D exploration games, SA's levels feed off and resemble several overworlds. Here's a rundown of the game's cool—if uninspired—world types.

ice cap

An old faithful for any kind of game, the snow level in Sonic Adventure takes many of its cues from the scene in Sonic and Knuckles. Early demos of the game show Sonic snowboarding—holding true to his new urban-hip look. All he needs now are some big, baggy trousers.



red mountain

We've had the Ice level. Now what game would be complete without the (trumpet fanfare, please) desert level? Featuring some gorgeous graphics, this section is split into two parts: the obvious outdoor bit and a mine section that seems perfect for Knuckles to find lots of secret bits, what with his climbing abilities.



lost world

Clearly something of a showcase level for the Dreamcast hardware, this jungle section of the game really demonstrates the polygon-pushing power of the machine. The landscapes appear to stretch for miles—easily much farther than in Banjo-Kazooie—with no polygon pop-up or tearing. Beautiful stuff.



lava world

Sonic Team really has returned to the old-school level themes, haven't they? Yet despite the lack of originality in concept, they all more than make up for it in graphical excellence. Early scenes from the Lava World show Sonic leaping on platforms floating on moving, molten lava streams. Wait until you see it moving.



inca

Sonic Team took an expedition to South America for inspiration, and the pinnacle achievement of their trek is this level. It may well be the most impressive world ever in a video game. The level of detail in the textures and the layout is simply remarkable. Expect much Lara Croft/Indiana Jones-inspired shenanigans.



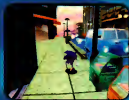
speed highway

This is classic Sonic stuff. Imagine the tubes-'n'-ramps-style levels from the early Genesis games—then picture them in high-speed 3D. The highway snakes through a vast neon city and sees Sonic running down the sides of skyscrapers, past beautifully rendered fountains and weaving in and out of all manner of scenery.

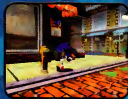


flying level

One of the key sublevels that has been revealed so far (watch for more news on the subgames next month), this has Sonic and Tails returning to their biplane as seen in Sonic 2. This section has a lot in common with Panzer Dragoon and is primarily a shooting section with gorgeous, beautifully crafted, morphing bad guys.



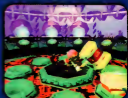
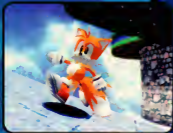
Without a doubt, Sonic truly is gorgeous; for sheer "wow" value, it's as impressive as any Model 3 arcade machine and shows that the Dreamcast easily outperforms the current crop of 3D-accelerated PC games. Irimajiri-san tells us "current high-end PCs with high-end graphics boards provide performance near to what the Dreamcast can do and they may match it sometime next year. But that's a case of looking at the very high end. If you think about the lower- to mid-range,



Dreamcast will be ahead for three to four years. After that, there's the possibility of upgrading its features just like PCs."

So it's all very impressive. But does the world still care about Sonic? More importantly, can the world handle a character that was launched as a "dude with attitude," then dummed down for the kids' comic book and Saturday-morning TV crowd, only to be

re-launched as a "dude with even more attitude" (not to mention very large hands)? Very few major properties have been through so many



changes in appearance and survived. That said, though, Sonic is already accumulating a spectacular level of hype. The vibe surrounding the new game is almost as though Sonic Blast, Sonic R and all the other disastrous cash-ins never happened. Face it—in this country Sonic traditionally sells (EGM has put him on the cover more times than any other game character). Let's just hope the man who brought us NIGHTS—which some consider average—is up to performing Miyamoto-esque miracles of design. The fate of an entire system may very well depend on it. ❁



return of the eggman ...

Well, no surprise here. That Robotnik guy is back again for his usual turn-cute-animals-into-evil-robots high jinks—except this time he's up to no good right here on Earth. More precisely, Dr. Robotnik is digging around South America, looking for a primal force known as Chaos. Now you may have seen an Abyss-style lizard/water hybrid creature in some of the leaked Sonic Adventure materials. Well, that's Chaos all right, and he's reportedly responsible for drowning an entire city and destroying everything in his wake. Worse still, Robotnik has been feeding Chaos with crystals to boost his already awesome destructive power. Now it's time for Sonic to do his thing—defeat Chaos, his minions and, of course, Dr. Robotnik himself.

SCARS



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HOW TO

Find and

By Lee Saito

Three-hundred pound monstrosities of greasy, cigarette-charred particle wood, circuit boards, capacitors and wires, the arcade machines we crammed with quarters back in our high school hangout heydeys were never pretty things. Yet most gamers would trade a six-foot stack of console classics—or even run over their own grannies—for their own bona-fide coin-op. Let's face it: New or old, a working arcade stand-up is the ultimate piece of interactive furniture. Who wouldn't want authentic Pac-Man waka-waka cranked up and blasting through their living room? And could there be anything more kick-ass than sticking your nose in the air and saying, "Oh, do mind the arcade machines," to visiting buddies? Best of all, you'd have unlimited access to your own game machine without worrying about those feathered-hair bullying punks who used to kick you off Frogger when you were a kid.

Sure, today's consoles are powerful enough to pull off perfect emulations of the classics and decent ports of the newer arcade hits, but there will always be some favorite arcade titles that fall through the console cracks. And there will always be gamers who just like the idea of bringing the arcade home, one 300-pound machine at a time. Well, guess what: Finding and collecting coin-ops isn't as difficult—or as expensive—as you might think. In fact, thousands of collectors do it every day, and home-grown game rooms are popping up in basements and bedrooms across the country. Nabbing a coin-op of your own is easy, it's fun and our six-page guide will show you exactly how it's done, step by step.

How To— Round Two ...

This feature is the second in a series of how-to articles designed to help you get the most out of the gaming hobby. Watch for new installments every month. Next up, we'll dive into a mountain of code devices and show you how to cheat like a pro.

Buy an Arcade Game

Before you toss out the LaZ-Boy to make room for your first stand-up, you gotta decide what kind of arcade game you want. And before you decide that, we need to fill you in on a few techie details. First, what's in an arcade game? Well, not a whole lot. If you're friends with an arcade operator, ask to see the inside of the latest game. What you'll generally see is the back of the monitor, a small power supply, a board or boards fastened to one side of the cabinet, and wires connecting the board to the joysticks, speakers and monitor. In this sense, games haven't changed much in the last 20 years; if you compare the guts of a Pac-Man coin-op to a modern machine, you'll see largely the same things.

In general, there are two types of games. The first is the "conversion" game, which is generally produced in "kit" form. When you buy a kit, you usually get the board and—if you're buying new or are really lucky—cabinet artwork and a new set of sticks and buttons.

These kits are designed to plug into

forewarned, though: Any game that requires more than the three buttons specified in the JAMMA standard will require additional wiring to connect the remaining buttons. Fortunately, if you can be satisfied with games from a single developer, their wiring harnesses with the extra buttons are usually standardized for all the company's games, and you'll have no trouble playing all their titles. (For example, Capcom didn't change the kick button connector between their CPS2 hardware and the newer CPS3 hardware, so if you wire your cabinet to play

Street Fighter Zero 2 Alpha, you can pop a CPS3 board in with no rewiring and play some Street Fighter 3.)

Recently, some manufacturers have begun using modular motherboards, in which only a cartridge or top board needs to be replaced to switch games. This is attractive to operators, since

the investment required for a new game is often quite a bit less. The most notable of these systems is the venerable Neo-Geo, which has been going strong for eight years. Other systems are Capcom's CPS2 (cartridge-based) and CPS3 (CD-ROM based) systems, as well as more obscure gear like Taito's F3 or Sega's Titan (basically the arcade version of the Saturn).

Another thing to be aware of is that monitor orientation can vary. Most games are horizontal, but many games, especially shooters and older titles, are vertical, meaning the monitor is rotated 90 degrees (like *Raiden*). One annoying thing about vertical games: The manufacturers never agreed on a standard as to whether they were going to rotate their screen to the left or to the right, so some games may appear upside-down in your cabinet. Fortunately, this problem is usually fixed via a dipswitch or test-mode setting.

The second type of coin-op game is the "dedicated" system. This is a game that, when it rolled off the assembly line, was made for one purpose: To play game X. The pre-JAMMA games of the early '80s—such as *Pac-Man*, *Space Invaders*, *Frogger*, etc.—tended to be of this type (although they could often be converted to other games from the same company without too much hassle), as well as anything that has a non-joystick controller or a special cabinet (i.e., *Sega's Last World* or *Daytona*). Collectors keen on the classics will need to clear out plenty of room for these stand-alone machines.



JAMMA boards make it easy for collectors to own many games and only one cabinet. Just plug and play.



Coin-op rewards are roomy enough to house a full-grown editor, but it's all fun and games until someone gets electrocuted.

cabinets that adhere to the JAMMA (Japanese Amusement Machine Manufacturers Association) standard—a 56-pin connector with a standardized pinout for power, video, audio and controllers. This standard came into favor in the mid-'80s, so most games after 1987 or so (and a few as early as 1986) have a JAMMA connector on them. It's usually easy to tell if you have a JAMMA board—just look near the connector and you'll see the word "JAMMA" silkscreened on the board. If not, be sure to confirm that it's a JAMMA board from the person who sold it to you.

If your goal is to own a huge assortment of arcade games without wasting a lot of floor space—and money—on a correspondingly large assortment of arcade cabinets, then JAMMA-kit collecting is the way to go. As long as you own a generic JAMMA cabinet, you can play any JAMMA standard game by simply hooking the board to the JAMMA connector, called a harness, and flipping on the power. Be



A six-button conversion cabinet makes an ideal "kit" machine, but it won't do you any good if you crave the "dedicated" classic coin-op.

Step One: Decision time ...

Dedicated Classics

Classic coin-ops'll take their toll on your bank account. Since you need to shell out for their dedicated cabinets, Popular examples include:

Pac-Man/Ms. Pac-Man:

The little yellow gobbler's popularity meant huge production runs of his machine in the early '80s, so they shouldn't be too difficult to find. In fact, we'd almost be willing to bring your local pizza parlor still has a Ms. Pac-Man earning money. These machines can be found in the \$300-300 range at auctions but will probably cost you around \$500 for one that's been completely restored to working order.

Star Wars: For many collectors, this is the Holy Grail. The color vector monitors

on these machines are often problematic, so make sure that everything works if you aren't

Star Wars



Now that you've decided you want either a conversion-kit game or a dedicated stand-up, it's time to bust open the piggy bank—you're going coin-op shopping! But before you break out the hand truck, we need to talk prices. You should note that pricing on games can vary wildly. So, you may ask, how much should I pay for game X? The answer is simple: Whatever it's worth to you is ALWAYS a fair price. That's not to say you shouldn't

comparison shop; it's just that game prices are rarely cut-and-dried.

Remember that to the local arcade operator, games are a source of income. A game that still earns money is worth more to him/her than an old cabinet sitting in the back of his/her warehouse.

Auction prices (we'll get to auctions later) are usually significantly cheaper than other means of getting a game (some games have sold for as little as \$50 or even \$20!) but once you win the bid, you're on your own as far as maintenance.

It should also be noted that some very

qualified to perform repairs on the machine yourself. A fully restored machine will probably cost between \$700 and \$1,200, depending on condition and type of cabinet (upright or cocktail).

Pac-Man



old games continue to make money, even 15 years after their release. The two most notable classic earners are Galaga and Ms. Pac-Man. Because of their enduring appeal, these games still make around \$800 a week—not as much as a new game, but given that the cost of the machine was earned back years and years ago, it represents pure profit to the operator. With this in mind, expect to pay more for games with this kind of longevity. (An interesting alternative to getting a real Galaga machine is to purchase one of the Namco Classics JAMMA boards,



SFIII Dongle and ...

Capcom CPS3 games such as SFIII are modular, consisting of a CD and dongle cartridge. Consequently, you can get new games pretty cheap (around \$300), as long as you have the CPS3 hardware.

released a couple of years ago. There are two volumes: one with Galaga, Xevious and Mappy, and the second with Pac-Man, Dig Dug and Rally X. They didn't fare well in today's arcades, so you should be able to find them for under \$500.)

Game prices also tend to follow a U-shaped curve, based on how old the game is. New games are on the near end of the U, since the technology is

new and the prices are still high. As a game gets older, the

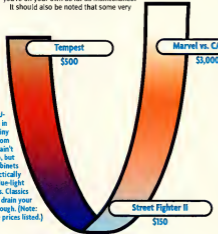
prices drops steadily until you hit a point where nostalgia kicks in, and prices increase as the games get more "collectible."

Expect to pay as much as \$500 for a new cabinet with a 19-inch monitor, and up to \$800 for one with a 25-inch monitor. If you go to an auction and just buy some old cabinet with some crap game in it, 19-inch cabs have been seen for as low as \$50 and 25-inch cabs as low as \$300. If you buy used from an operator, you'll likely wind up getting a cabinet with a game in it, and the price will vary based on the condition of the cabinet and the age of the game. JAMMA board prices also vary wildly. New boards cost between \$1,500-2,000, and the price drops dramatically as time goes on. A game from 20 years ago typically costs between \$50-50 nowadays, unless the game was particularly rare. For newer games, the thing that affects its depreciation is its earning power, which in turn is affected by the presence of a home version, whether or not the game was popular, etc. Personally, I often wait until games drop below \$200 (if I can get system-based hardware, like a NeoGeo or a CPS2 "A" board) or \$300 otherwise. Usually, I only have to wait a couple of years for this to happen.

There are several avenues you can take in acquiring JAMMA boards and/or cabinets. The first—and most expensive—option is to crack open the Yellow Pages (look under Amusement), call your local distributor and try to get him or her to sell you the game you want. You'll probably succeed, if you're looking for a recent game and willing



... Capcom CPS3 Discs



The U-curve in action: Shiny new Capcom fighters ain't cheap, but older cabinets are practically blue-light specials. Classics will drain your wallet, though. (Note: average prices listed.)

Step Two: Buying the Dang Thing ...

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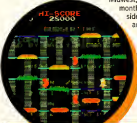


For Segaphiles Only

to pay the \$1,500-plus (or \$30,000-plus for a deluxe simulator) that they'll probably seek. Since this is outside the budget of most sane people, the majority of us will have to look for second-hand bargains.

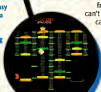
You may be able to convince your local arcade operator to sell you that game you've had your eye on. Be warned: Most operators don't like dealing with collectors, since it takes them away from their core business of running their arcade. (There's also the matter of customer support. In short, don't expect any.) Also note that some Namco-owned arcades periodically sell their games, especially around Christmas, and you can get a good deal. Recently, many of the Namco arcades were selling games for as low as \$100 (for a Neo-Geo with a 19" monitor)!

If you're lucky enough to live in the right place, you can attend an arcade-game auction. Auctions tend to be centered in the Midwest, although many are held every few



Monitor with heavy burn-in ...

Burn-in is easy to spot but a pain to fix. You're best off replacing the monitor.



... and an OK display

months in other cities (check our resources sidebar for more auction information). Most auctions are on Saturday and begin at 9 or 10 a.m. Inspection is held before the start of the auction, giving prospective buyers a chance to check out the merchandise. So, if you're planning to buy anything, show up early and make sure the game you want actually works. (Even if you don't see anything you're wild about, you can still play all the free games you want until the auction begins.) Oh, and besides money and a large truck, there's one other vital thing to bring to an auction: a heavy-duty, 50-foot extension cord. Inevitably, the game you want to play is 35 feet from the nearest outlet, and you can't count on being able to move the cabinet.

Finally, you can always order cabinets and boards through the mail—if you don't mind spending sky-high shipping fees (at least \$150 for a cabinet). Check our Resource sidebar for reputable mail-order outfits.

More often than when buying a coin-op, what you see is what you get. So it's worthwhile to make sure your

prospective purchase is in acceptable

condition, and there are a few things you should check. Obviously, the most important thing is that it powers up. But before you throw the switch, take a look at the monitor. Since arcade games often sit for hours with the text "GAME OVER, CREDITS 00" on the screen, you'll want to check the screen for burn-in. Burn-in used to be a big problem with game systems in the late '70s/early '80s and continues to be a problem with the pricier coin-op projection-type televisions. Unfortunately, if burn-in is present, there's not a whole lot you can do about it short of replacing the entire monitor.

Another thing to look for is "bloom" around the edges of the monitor. If you see colored shadows around white text, the monitor may be old enough that a "get-well kit" may be necessary. These kits contain replacement capacitors, and should only be installed by a qualified technician, as highly dangerous voltages are present around the monitor.

Things like broken joysticks and buttons are generally trivial. Replacements are easy enough to find via mail order and are usually inexpensive and fairly easy to replace. If you're not the kind of person who likes to get under the hood, though, be sure to inspect them a little more closely. Controllers like trackballs and steering wheels can be rather expensive, so you should definitely give those controllers a few spins to make sure they work.

If the cabinet is in particularly bad shape, be aware that replacement marquees



You'll need good luck and a wad of cash to take home a mint-condition classic machine. After all, remember how you used to beat on the machines when you were a kid?



One note to collectors about Sega's high-end games (as well as Namco's 3D titles): They all use medium-resolution monitors, which means the boards won't simply plug into an average cabinet. You'll need one with a medium-res monitor, preferably one that housed a Sega or Namco game to begin with. Sega's Model 1 games have

dropped dramatically in price since Virtua Racing came out. A typical price would be under \$3,000—well below the \$12,000-plus they commanded when they came out, although still out of the price range of most buyers. On the other hand, just the boards for the original Virtua Fighter cost about \$200-300.

Model 2 fighting games can be nearly affordable, while the driving games are rather expensive. Daytona machines are still near the \$10,000 mark for a twin setup, but Virtua Fighter 2 can be found for around \$1,500 for a complete machine. In Japan, VF2 boards only cost around \$300. If you know someone in Tokyo, you might be able to get an arcade-perfect VF2 for a song.

Model 3? As it's still new, expect to pay quite a bit. A Super GT twin goes for around \$10,000 used. For a new game like Daytona 2, you'll pay around \$32,000 for a deluxe model. Surprisingly, though, importing Virtua Fighter 3 boards from Japan would only set you back around \$500 or so. While that's still more than most people would pay for a single game, it's surprisingly affordable considering that the machines cost around \$50,000 when they came out.



are common, but that side art and control panel overlays are often difficult to find. If your goal is total restoration, and the cabinet has been to hell and back, you may want to pass.

Once you find the perfect machine, all you need to do now is bring it home. Think about the size of your doorways before you buy a huge cockpit-style machine. Although some machines can be partially disassembled, most are one piece, and all are very heavy (the average machine weighs in at around 300 lbs.). If you decide to get serious about this hobby, a hand truck is essential. Also, once it's loaded on the truck, don't forget to strap it down securely—having the machine slam into the sides of the truck

when you brake suddenly may adversely affect its playability.

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Step Three: Keepin' It Working ...

So you get the beast home, plug it in, and start reliving old memories. Thirty frenzied minutes later, your character seemingly slips into a digital coma and no longer responds to your joystick. Now what do you do? Heading back to the place you bought it is probably futile; unfortunately, once you get a machine, you're generally on your own unless you're unusually good friends with the seller. Fortunately, most problems are pretty easy to fix. There are several places where you can purchase parts like joysticks and buttons.

A good place to start looking on the Net is in the rec.games.video.arcade.collecting.newsgroup or the Addresses FAQ available at www.spies.com/arcade. This site is a goldmine of technical information. If you're so inclined, you can learn a lot about repairing machines from the articles found on this site.

Replacing broken sticks and buttons generally involves opening up the control panel and loosening the nuts below. For more serious problems, like a black screen, check the wiring in the cabinet, and make sure that there are no loose connections. Be very careful when doing this: If your cabinet is still plugged in, there are sometimes sharp points where 120 volts could easily zap you. This is akin to jamming your finger in a power outlet. It's an absolute necessity to unplug the machine before you start touching things inside, but

you're best off paying a technician to check things out.

If the monitor itself fails to power up, my advice to you is to let an experienced technician work on the problem. Monitors are very, very dangerous components—even with the power off and the machine unplugged, high voltage can be present on the back of the tube for hours or days. Unless you're absolutely sure you know what you're doing, it's best to leave this to the professionals.

Tech-savvy collectors can often repair busted joysticks (top), but only qualified technicians should ever poke around a lethally charged monitor (left).

For the most part though, in a home environment, a game should last a very long time. After all, it was designed to withstand the rigors of a gameroom and its abusive customers. If you treat your machine well, it should need relatively little maintenance if it was in good shape to begin with. And before you know it, you'll have a room full of coin-ops, or at least a good assortment of JAMMA Kits to slip into your trusty conversion cabinet. Eventually, you'll have brought the arcade home—and without the greasy joysticks, screamin' kids or feathered-hair bazos to cramp your high-scorin' style.

Resource Guide

Web FAQ Sites

www.vaps.org: The Video Arcade Preservation Society. See what other collectors in your state have (don't ask them to sell their collections, though!) and browse KLOW, the Killer List of Video Games.

wiredap.area.com: This is a great source for technical information on various arcade games, including pinouts and dipswitch settings.

www.spies.com/arcade: A goldmine of info on coin-op tech stuff, upcoming auctions, addresses for parts dealers, etc.

rec.games.video.arcade.collecting: This is the primary Usenet newsgroup used for game collecting. You'd better read all of the FAQs available at wiredap.area.com before posting!

Cabinet and Board Mail-Order Outfits

www.pci-internet.or.jp/~fillmore/: This is the Fillmore Games Web site. Fillmore is a company specializing in exporting games from Japan to the United States. This is a great site if you're interested in a Japanese game that has come out in the last couple of years.

www.funrafters.com: This is the Web site for Namco's chain arcades (Abaddon's Castle, Cyberstation and Time Out, among others). Check out Crazy Kurt's Game Sales—a good start in your search for an affordable cabinet.

www.gwtrading.com: This is the Web site for Great Western Trading, a good place to hunt down JAMMA boards and NeoGeo arcade cartridges.

www.videoventures.com: The so-called Tempest capital of the world, this Denver-based outfit sells restored coin-ops—and even pinball machines—and will ship them anywhere.

www.videoconnect.com: Video Connection is another good place to get more boards. You can call them at (800)44-HOT-KITS

Great Games Plus: Call (888)64-GAMES

Hugo Naumann Enterprises: (817)738-2688

RePlay and Play Meter magazine: These are quite a bit more expensive, as they are trade magazines, but the ads in the back will give you contact information for many more companies selling games. Both magazines have Web sites. RePlay is at www.replaymag.com, and Play Meter is at www.playmeter.com.

Auction Information

Auction Game Sales: Call (800)551-0660 for information.

Super Auctions: Call (714)535-5353 for information.
U.S. Amusement Auctions: Call (502)451-1263 or check www.usamusement.com

John DeGroof maintains a list of upcoming auctions at <http://pwt.net.com/~jdegroof/arcade.html>. You'll also find a bunch of related links at the bottom of the page.

There are many more sites out there about arcade game collecting—too many, unfortunately, to fit in this feature. Have no fear, though; your favorite search engine will help you track down many sites on your own. Yahoo, for starters, has a nice indexed list of arcade game sites. Good hunting.

Coin-op Glossary

"A" and "B" Board: This refers to the Capcom CPS-2 arcade hardware. The "A" board is the basic motherboard, whereas the "B" board refers to the software—very similar to a cartridge-based home system. Once you have one "A" board, you can buy multiple "B" boards and swap them around to play different games. U.S. games have blue housings, Japanese games are green, and games for other regions are encased in gray plastic. Japanese and U.S. games are compatible with each other, but the gray boards are only compatible with other gray boards.

Conversion: A cabinet that has had its guts replaced with another (usually newer) game. Sometimes you see sad cases of conversions, like a classic Donkey Kong machine turned into a Mortal Kombat.

Dedicated: A cabinet that was designed to house only one particular game. An example would be a Daytona machine, as it is not easily converted to another racing game (and you can forget about throwing a Tekken 3 board in it).

Dipswitch: These are banks of small switches on the motherboard used to change the game's configuration. Typical options include difficulty and number of coins needed to start a game. Newer games tend not to have dipswitches any more, in favor of EEPROM or NVRAM.

EEPROM: Electrically Erasable Programmable Read Only Memory. Used in most newer games to store system configuration information. Older games used either dipswitches or NVRAM to serve the same purpose.

Harness: This is the bundle of wires that connects the motherboard to the rest of the cabinet (power supply, video, audio, controllers).

Horizontal: This describes the way that the monitor is oriented in the cabinet—in this case, this is the same orientation as your standard TV set.

Isolation Transformer: This transformer sits between the monitor and the wall voltage. Its purpose is to protect you by isolating the monitor chassis (as well as the rest of the cabinet) from the voltage coming from the wall. Although some newer monitors do not require an isolation transformer, most older monitors do. It's always a good idea to have one in an older cabinet unless you really want to feel 120 volts coursing through your body...

JAMMA: Japan Amusement Machine Manufacturer's Association. Often used to refer to the wiring standard created by JAMMA, used in most modern games.

Kit: A package consisting of the game's motherboard, cabinet decals and marquee, used to convert an existing cabinet into a new game (see Conversion).

Medium Resolution: Some newer games use these higher-res monitors to display sharper graphics. Most medium-res monitors will not display the visuals from a standard-resolution game. Examples of games that use medium-res monitors: 720, NARC, All Sega Model 1, Model 2, and Model 3 games, Most Namco System 22 games, Blitz, Mortal Kombat 4.

NVRAM: Non-Volatile Random Access Memory. This is a type of memory hooked up to a battery backup or similar, used to hold high scores and system configuration information.

Pinout: This describes which wire should be connected to what on a wiring harness (see Harness).

Raster Monitor: Most games use this type of monitor. A raster monitor is similar to a TV, in that the electron beam scans horizontally to draw the screen, line by line.

RGB: Red-Green-Blue. This is the type of video signal that a video game board outputs to the monitor. Most TVs will not accept this signal without conversion (similarly, only some early multisync VGA monitors will accept the signal from an arcade game, so you should probably forget about using your computer's monitor as a display device).

Standard Resolution: Most games use this grade of monitor, which is similar to a TV in resolution. Most cabinets will have a monitor of this type installed.

Vector Monitor: Vector games used the electron beam to draw arbitrary straight lines to draw their game graphics, as opposed to the filled bitmaps used by raster games. Example of games using this type of display: Star Wars, Tempest, Asteroids. (The Vectrex, an early '80s home game system is the only home system to use a vector monitor as its display.)

Vertical: This describes the way that the monitor is oriented in the cabinet—vertical games have the monitor rotated 90 degrees, which makes it taller than it is wide. Most vertical shooters (as well as a large percentage of classic games) use this orientation because it allows the player to see farther up the screen. Not only that, but it differentiates the game from its home equivalent. Examples of vertical games: Pac-Man, Galaga, Donkey Kong, Raiden.

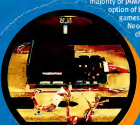
X-Y Monitor: See Vector.

Ideal Cabinets

Street Fighter II: This is, in my opinion, the best cabinet to buy if you're interested in having a single cabinet that plays nearly every game. In fact, the only things it won't play are non-JAMMA games, games that use trackballs or other alternate input devices, and vertical games (since those require the monitor to be rotated). The advantages to getting a Street Fighter cabinet are many. The most obvious is that with its six buttons, you probably won't have to make too many modifications to the control panel for various games.

Neo-Geo: Another excellent first choice for a cabinet. Although you may have trouble playing Capcom games on this cabinet (but if you wanted

to play Capcom games, you would have gotten a Street Fighter cabinet, right), these stand-ups are nice and easy to work on. Not only will the majority of JAMMA games plug right in, but you also have the option of buying Neo-Geo Multi-Video System (MVS) games. These are the arcade-only versions of the Neo-Geo cartridges that are larger and often cheaper than the home incarnations of the same Neo-Geo games. (Another bonus: You also don't need to worry about running out of credits, since—unlike on the home Neo-Geo console—you can crank up the credit count on the MVS games. Of course, this can be an asset or a liability, depending on your stance on limited continues.) Keep in mind that the Neo-Geo MVS is incompatible with the home cartridges. Although a conversion is technically possible, it is costly and typically not worth it.



Neo-Geo MVS

Deploy.

Destroy.



Destructive Weaponry



Intense Combat



Lead and Level Everything



Limitless Worlds



~~Then relax over a cold one.~~

3DO™ Take serious action. Uprising™ X is the only action game on the PlayStation® game console to truly immerse you in epic sci-fi warfare. Command brigades of sci-fi troops, tanks, gunships and bombers while fighting right alongside them on the battlefield of the future. Unload hi-tech firepower against your friends in explosive two-player mode. It's intense. It's furious. It's why PlayStation Magazine said "Uprising X packs serious action-plentiful gameplay with great graphics and sound" and made it one of its "TEN MOST WANTED GAMES."

UPRISING

The Sequel to 1997's Action Game of the Year*



POWER

GAME BOY COLOR

Nintendo

PURPLE

THE BEST-SELLING SYSTEM OF ALL TIME EVOLVES. AGAIN.



It's blurry. It's black-and-white. It's based on practically prehistoric technology. And we love the dang thing. Nintendo's Game Boy is the most successful game system of all time. We've stuck with it for 10 years, watching its case shrink and bloom into myriad colors. And now the system's undergoing its latest—and ultimate—evolution. On Nov. 23, the Game Boy Color will hit U.S. stores (along with Zelda 64—man, talk about a good title). Launched with several new color titles, it won't change the way we play handheld games (face it—color screens on portables ain't new), but it will breathe even more life into Nintendo's immortal pocket stuffer.

COLOR Theory Key Features of the New Handheld

- Can display up to 56 colors simultaneously out of a palette of 32,000
- Vibrant, Ultra-crisp display based on proprietary technology developed by Sharp
- Compatible with all original Game Boy titles; Applies Super Game Boy Color enhancement to SGB-compatible games

umors have been circulating about Game Boy Color since about a year after the now seemingly toaster-size original was released. After destroying competition from Sega's Game Gear and Atari's powerful but ultimately cursed Lynx, it seemed as if a color version wasn't needed. After all, there are now nearly 1,000 games available for the thing worldwide (just

over 500 in the United States) and more than 65 million Game Boy units riding around in people's pockets across the planet.

For those of you with elephantine memories, the Game Boy Color is the logical conclusion of the long-standing "Project Atlantis" at Nintendo. It's a Game Boy Pocket-



Current word from Nintendo has it that the GBC will "recognize" top-selling GB titles such as *Zelda*, *Metroid II* and *Kirby's Dreamland II* and apply Super Game Boy-like color palettes.



size system with super-refined guts that are 100 percent compatible with the original machine. Capable of displaying graphics in up to 56 colors from a palette of 32,000, the unit's power puts it at least on par with the Game Gear, the only obvious differences being that, one, the screen isn't back-lit; two, it doesn't blinge on batteries like a Weight Watchers member eating cream cakes on a weekend off; and, three, it's neither cumbersome nor too expensive. (The system is \$79, placing it under the

\$100 "hmm, I'll have to think about it" price point.)

Nintendo is confident that the November release date will see five games: *Tetris Deluxe*, *Quest for Camelot*, *Game & Watch Gallery 2*, *Bomberman Pocket*



CGPPA00348

COLOR Commentary

- standard link port
- Bulge for larger-sized AA batteries
- Infrared com port for linking with other GBC units and who knows what else ...

Game Boy COLOR

Height 5.25 in
Width 3 in
Depth 1 in
Weight 6.7 oz
Bat. Life 10 hrs

Game Boy Pocket

Height 4.875 in
Width 3 in
Depth 0.875 in
Weight 5.2 oz
Bat. Life ?? hrs

Original Game Boy

Height 5.75 in
Width 3.5 in
Depth 1.25 in
Weight 11.2 oz
Bat. Life ?? hrs

Remember how
fun it was to
torture your
victims when
you were
young?



Change.

WILD 9

Shiny, creators of Earthworm Jim, Alaklin and MDK interactive games, introduce their next big hit - **WILD 9**. You play Wex Major, Wild 9 leader, Punk earthling, and bad guy exterminator. So fire up the Rig, the ultimate weapon and torture device, and make your enemies scream for mercy!



www.shiny.com

COLOR Cast 30 Reasons to Own a GBC

Quest for Camelot	Nov.	Nintendo
Bombberman Pocket	Nov.	Nintendo
Tetris Deluxe	Nov.	Nintendo
Game & Watch Gallery 2		
Conker's Pocket Tales	Nov.	Nintendo
The Legend of Zelda: Link's Awakening		
	TBA	Nintendo
Wario Land 2	TBA	Nintendo
Deja Vu 2	TBA	Kemco
Carrot Crazy	Nov.	Infogrames
Twouble	Nov.	Infogrames
Mortal Kombat 4	TBA	Midway
San Francisco Rush	TBA	Midway
Rampage: World Tour	TBA	Midway
NFL Blitz	TBA	Midway
Classic Duo #1: Spy Hunter/Moon Patrol		
	TBA	Midway
Arcade Classics: Defender & Joust		
	TBA	Midway
Cool Hands	Nov.	Take Two
Montezuma's Revenge	Nov.	Take Two
Reservoir Rat	Nov.	Take Two
Rugrats	Nov.	THQ
Power Quest	Nov.	Sunsoft
Shanghai Pocket	Nov.	Sunsoft
NBA Jan 99	Nov.	Acclaim
South Park	Nov.	Acclaim
Roadster '98	Nov.	Titus
Titus Junior	Nov.	Titus
Gex 3D	Dec.	Crave
Men in Black	Dec.	Crave
Pitfall 3D	Dec.	Crave
NHL Blades of Steel	Jan. '99	Konami

and Conker's Pocket Tales. Alongside this, the system is also prepared for any old Game Boy games with Super Game Boy functionality—allowing them to be shown in limited colors just like on the Super NES. There's even going to be a user-definable palette. Also, plugging in certain "classic games" such as *Zelda: A Link to the Past*, *Metroid II* and other top-sellers will result in a sort of "Super Game Boy Plus" Mode in which the games are recolored specifically from the hardware. And Nintendo will continue to develop new color titles as well as rerelease classics optimized to use the 56-color palette.

As you can see from our lists here and in the News section this month, numerous third-party developers and publishers are already supporting the system—and rightly so. The Game Boy is the closest thing to a "mass market" system the video-game industry has ever seen. It transcends the usual hang-ups associated with most game systems ("It's geeky," "It's expensive") and simply puts a distraction straight into people's pockets. The revitalization of the Game Boy in this way can only be compared to something like Volkswagen's relaunch of the Beetle, in all the same ways up to date, but remaining "cool."

EGM was lucky enough to spend some time with a system prior to launch, and it has to be said that Nintendo has done an incredible job. Using a scalable technology, the machine has naturally evolved and retains all the elements that made it big in the first place. The new screen really does have to be seen to be believed. Although not back-lit, the colors remain vibrant, but more impressively the image is absolutely rock-solid. There's none of that horrible "shimmering" present on other color portable systems, while at the same time the screen appears to be of a much higher resolution than the gray-scale vanilla Game Boy (even though it really isn't). If there was ever a must-buy gadget this Christmas, we think this is probably it. ●



Game & Watch Gallery 2 is one of five launch titles that will take full advantage of the Game Boy Color's complete color capabilities.



Simulated picture

Gamespot TV
weekends, @ 9:30AM EST



Having trouble scoring? Maybe you should stay home and watch TV.

If you've got the moves but you just can't seem to get any action, we've got the show for you. It's called "Gamespot TV," one of many programs you'll find on ZDTV,[™] the 24-hour television network dedicated to computing and the Internet. Here you'll find new-product reviews and previews, plus tips, news and insights into the world of console and PC gaming. On our accompanying Web site you'll also find an archive of cheat codes and downloads—everything you need to get the most out of your computer. Who knows, it may turn out to be the best date you'll have all year.

**To request ZDTV, call your cable or satellite company or go to
www.zdtv.com/getzdtv.**



Television About Computing[™]



You can watch ZDTV on DIRECTV (channel 273) and coming soon to the DISH Network.




POKÉMON



By the time you're reading this, Pokémon Fever should be well under way here in the United States. Scheduled for release on Sept. 28 in both Red and Blue versions, Pokémon is the game that's been driving Japanese kids wild for well over two years. Released in Japan in February 1996, Pokémon (known as Pocket Monsters in Japan) has gone on to sell more than 8 million copies and is the best-selling video game ever in Japan. Add to that a ton of different kinds of Pokémon merchandise (card games, CDs, toys, comics, etc.), a hugely successful cartoon series (which is now in the United States as well—check your local listings), and several Pokémon leagues and competitions, and you've got all the makings of a truly monstrous hit.

Pokémon's premise is simple: The game is all about collecting monsters. There are 150 monsters in the world of Pokémon, and your goal is to collect as

	RATTATA
	RAT
HT	1'00"
WT	8.0lb
Bites anything when it attacks	
Small and very	

Your PokéDex keeps stats and info on all of the Pokémon that you find.





Linking Up



	ニフタシ 122
	HP 150/150
▶あかや しろく	
あかや しろく	

	サンダー 150
	HP 65/65
▶あかや しろく	
あかや しろく	

	SQUIRTLE
	113
TYPE	WATER
HP	25/30
TACKLE	
TAIL WHIP	
BUBBLE	
HP 17	
	SQUIRTLE
	19
HP	25/25
SQUIRTLE used BUBBLE!	

A major part of the fun in Pokémon is playing with your friends. If you've got a link cable, you can connect to your friends by going to the Cable Club at any Pokémon Center in the game. There you can trade monsters (top right) or duke it out in battle (bottom left and right).

Your monsters learn different types of special attacks as they level up.

Pokémon TV



The Pokémon anime recently debuted on U.S. television. If you haven't seen it yet, be sure to check it out!

many of them as possible in hopes of becoming the world's premier Pokémon Trainer. In order to do this, you'll have to travel the world, pitting your monsters (you begin the game with just one) against other monsters—both wild and previously trained—in an effort to not only raise your monsters, but to capture new ones as well. The way this is all set up within the confines of a very cool single-player RPG quest is fabulous, but in truth it barely scratches the surface of what this game is all about.

As we said earlier, there are two versions of the



Later in the game you'll get a bike that'll help you move around faster.

Pokémon Stadium



In Japan, Pokémon fever has already made its way to the N64 in the form of Pokémon Stadium, Nintendo's first game to support the new 64GB Pak. With it, gamers can play their Game Boy Pokémon games on the N64 and duke it out with their friends (or the CPU) in full 3D. No word on whether or not this cool cart is coming to the United States, but we think the chances are good.



Throughout the game, you'll fight various Pokémon League leaders in an attempt to win eight badges.



Some monsters will evolve after reaching a certain level, some will evolve when traded over a link cable, and some will evolve only when a special item is used on them.

Pokémon game—Red and Blue. Not all monsters are available on both games—some are more common on one version than the other, and some are actually only available on one of the two versions. This is where the multiplayer aspect of Pokémon comes into play. By linking up with a friend, you can trade monsters from one Game Boy to another, and you can also pit your monsters against each other in a tournament-style battle. Basically, the only way you're going to be able to get all 150 monsters on one cart is to trade with friends, which is what makes the game so darn fun (of course, having friends is key to making this work ...).

There's also a third version of Pokémon in Japan that was only available through a special offer (if it comes here, it'd be the Green version), and a new Yellow version (Pokémon Pikachu) that just came out last month which can be connected to a Game Boy Printer to print out monster stats and such. Then of course, there's the all-new Pokémon Gold and Silver editions which are coming for GB and GB Color next year in Japan.

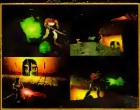
Needless to say, there'll be plenty of Pokémon in the coming months (and years) to keep fans of the series satisfied. Be sure to check back next month when the Review Crew puts Pokémon to the test. 🍌



At the Pokémon Center, you can get your monsters healed, access your PC (for storage, etc.) and link up with friends.



Real-time body impact physics –
blow off arms, legs,
and even heads!



Hunt other players in one of three
multiplayer deathmatch modes.



30 terrifyingly realistic enemies
built with Soft-skin™ technology.



"One of the coolest action games
of the year for N64 owners."
—GamePro

TURBO SEEDS OF

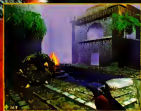


GAME BOY



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TUROK EVIL™



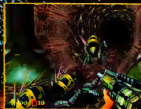
30 square miles of monstrously immersive and hyperreal single and multiplayer environments.



Sniper mode - gun your enemies down before they know you're there.



Over 24 devastating weapons - from the War Blade to the Cerebral Bomb.



"The most impressive 16-bit game ever!"
-Ultra Game Players

Coming October 1998 A.D.

Acclaim

www.turok.com

Review Crew

EXCELLENT
10

9
8
7
6
5
4
3
2
1

AVERAGE

CRAP

OUR PHILOSOPHY

EGM rates games based on how they compare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?



Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive Silver Awards.



Current Favorites

Kage: Deception II
F-Zero X
Spec: Station Slicker
Yellie Trip

Favorite Genres:
RPGs, Action

Crispin Boyer

Everyone steered clear of Crispin's cubicle this month when he was playing Colony Wars: Vengeance. Turns out the game was a few hundred times tougher than Crisp anticipated, and it wasn't long before he started slamming jeyads, Dual Shocks and flight sticks into the wall, out the window, into people's heads, etc. Fortunately, he got through the game before he ran out of working controllers.



John Davison

In keeping with his recent regime of arbitrarily cancelling U.S. holidays, this month John has insisted that everyone work through Labor Day... because he's never heard of it, and therefore doesn't recognize it. He does recognize that there are about to be an enormous number of very cool games released. If you think this month looks good, look forward to NGS, Xenogears and Zelda next month.

Current Favorites

Metal Gear Solid
F-Zero X
Colony Wars: Vengeance
Body Harvest

Favorite Genres:
Action, Adventure

Current Favorites

NCAA Football 99
NFL Quarterback 99
NFL Blitz 99 (Arcad.)
NFL Blitz 99 (Arcad.)

Favorite Genres:
Sports, Racing

Dean Hager

With winter fast approaching the Chicago area, Dean has been seen near the wooded grove by our offices collecting firewood, berries and edible roots. He says he's trying to save money in any way possible so he can order a Dreamcast machine. Who can blame him? With the prospect of EA developing for the system, who knows what incredible sports and racing games could be coming our way.



Dan Hsu

She's been working so much lately, he's killed off his social life. He hasn't seen a movie, gone out to a club (help has, Desebio!) or talked to Wendy in weeks. For that matter, he hasn't slept properly for weeks either. So if you see Skoe wandering around Lombard, Ill. at 5 a.m., it's not necessarily because he's drunk and homeless—it's because EGM deadlines have permanently destroyed his internal clock.

Current Favorites

Spec: Station Slicker
Yellie Trip
Rival Schools UBF
NFL Blitz 99 (Arcad.)

Favorite Genres:
Strategy, Puzzle

Current Favorites

Metal Gear Solid
Zelda: Ocarina of Time
F-Zero X
NFL Blitz 99 (Arcad.)

Favorite Genres:
RPGs, Action

John Ricciardi

John's had a strange glow about him ever since he returned from Nintendo's Zelda Generators Summit in Seattle a couple of weeks ago. We're pretty sure it has something to do with the fact that he got to play the U.S. Zelda 64 for an entire day undisturbed, while we all slaved away here on deadline. Now that he's finally got his hands on the U.S. Metal Gear Solid, he's even more piddy. Will it ever end?



Shawn Smith

This is the time of year Shawn likes the most—at least when it comes to the number of games that make their way through the EGM offices. Sure, he may have to play a number of crappy games, but he gets to play some real gems, too. And since the holiday season is getting closer every day, Shawn can't help thinking about all of the cool stuff Santa (a.k.a. Ziff-Davis payroll) is going to bring him.

Current Favorites

Syrex the Dragon
Body Harvest
Wichard: Revenge
The Unholy War

Favorite Genres:
Action, Adventure

Current Favorites

Street Fighter Alpha 3
Soul Calibur
Rival Schools UBF
Kage: Deception II

Favorite Genres:
Fighting, RPGs

Sushi-X

Sushi is eagerly awaiting the arrival of his personal Dreamcast machine. With less than a month to go (in Japan at least), he knows he'll soon have a perfect home conversation of VFD, not to mention whatever else Sega decides to release with the system. And now that Captain's signed on, it looks like his dreams of a perfect port of Street Fighter III or Street Fighter EX 2 may soon be realized!



BODY HARVEST



Publisher: Midway

Developer: DMA Design

Featured In: EGM #103

This game has maintained a positive buzz since it was first previewed a way back before the N64's launch. But is Body Harvest worth the incredibly long wait? You bet. It may not be the best-looking N64 game, and it does drag at times, but Body Harvest still delivers an epic experience that's part shooter, part driving/flying game, with some RPG bits thrown in. **Man, this game is huge!** Your time-traveling hero basks through four continent-size levels, each set at different points in the 20th century and divided into several stages (with a final Boss level set on a comet). The stages in turn are packed with objectives—such as rescuing stranded people with a boat or tracking down scattered pieces of an ancient artifact. All the while you're battling hordes of Starship Troopers-esque aliens. And while your guy's weapons are cool, it's the vehicles he can tool around in that really keeps things interesting. As in the Amiga classic *Midwinter*, you can command cars, trucks, tanks, boats, helicopters, planes, motorcycles—more vehicles than I can count. Control is ideal, too, making it easy to drive in one direction and vibrate in the other. The movie-quality cutscenes first in an N64 game. Only the RPG side—which has you talking to townspeople, digging through chests, etc.—is ho-hum.

Crispin

There's something incredibly groovy about a game where you can say, "Hey, wouldn't it be really cool if you could do this..." and then you try it... and you can! Jump in five trucks, jeeps, cars, motorcycles, whatever. The sheer scope and scale is unbelievable and the integration of the different gameplay elements—shooting, driving, role-playing, etc. is seamless and transparent. An ambitious game that's well worth the long wait.

John D

Sure, the graphics in Body Harvest may be a bit dull and somewhat dated, but the game gives you A LOT of stuff to do, that's what I like about it. Complimenting that are the cool mission objectives and balanced level progression (even though most of the levels are hard as hell). Being able to get into any vehicle you come across is a great feature. BH may be a little sloppy in its overall look, but it's a very interesting game.

Shawn

Right off the bat, I have to say that Body Harvest's RPG bits are weak, which is too bad, considering that the addition of these elements is supposedly why the game spent so long in development. Otherwise though, it's a kick-ass, intriguing shooter with an amazing assortment of vehicles to drive and fly through the enormous worlds. It may look like a first-generation N64 game, but don't let that fool you—BH is very cool.

John R

VISUALS 6 SOUND 8 MODERNITY 8 MULTIPLA 6

BOMBERMAN HERO



Publisher: Nintendo

Developer: Hudson Soft

Featured In: EGM #100

Here's what I don't understand about Bomberman Hero: It's a Bomberman game with no Multiplayer Mode. **Bomberman isn't really known for being a magnificent one-player game, so why make a game focusing on just that?** It's no secret to anyone who has ever played a Bomberman game that the One-player Modes are only slightly above average, if that. The fun lies within the Multiplayer Mode. Unfortunately, Bomberman Hero is average at best—it isn't even as good as most of its predecessors' 1P Modes. Yeah, I may have had moderate fun playing through the game, collecting power-ups and blowing up enemies, but before long I was bored. Then the levels came along where Bomberman uses a jetpack or a submarine, but even those got old fast. I thought maybe the graphics would be good, with maybe some nice textures or effects. Nope. The same? Maybe that would be fancy, too. **Nope. Overall, this game is a major disappointment. I just can't see spending my hard-earned cash on something so mediocre.** All you do in the game is walk around, blow up enemies, find stuff, blow up more enemies to find the exit. If you're a fan of the Bomberman and have some extra cash lying around, look into Bomberman Hero. Otherwise, don't even bother. It's a rental at best.

Shawn

Bomberman Hero is fantastic—as long as you haven't hit puberty yet. The game's ultra-cute, cartoony graphics and, for the most part, easy gameplay may turn off older gamers. That's not to say you should steer clear. The performance rating system and collectible items up the replay, and this is a fun little adventure if you're between games. The lack of multiplayer is a bit, especially after the disappointing Battle Mode in Bomberman 64.

Crispin

Bomberman Hero is a solid 3D platformer that's less challenging than its predecessor (Bomberman 64), but ultimately more fun to play. The different vehicles you control are cool, but in the end it's the main exploration stuff that's the most fun. The graphics are nice (watch out for fog, though) and the music is upbeat and catchy (typical of B-man games). There's just one, by the way, missing—where's the multiplayer play?

John R

I can accept the fact that not all Bomberman games have to be multiplayer. (Hey, four-player Bomberman 64 wasn't that great—better to just concentrate on a solid one-player experience.) But this such a cool little dupe with such awesome skins, he should've been put in a 3D game comparable in quality and depth to *Mirra 64* or *Baro*. This game is too simple and straightforward. It may be better suited for younger gamers.

Dan

VISUALS 7 SOUND 7 MODERNITY 5 MULTIPLA 6

BUCK BUMBLE



Publisher: Ubi Soft

Developer: Argonaut

Featured In: EGM #101

I was very keen on Buck Bumble when I first played it at E3 this year. The premise of controlling a cyborg bee, blasting mutant insect invaders out of the sky was intriguing to me. It seemed like a cool game, kind of a Star Fox-meets-PilotWings hybrid or something. Well, as it turns out, that's basically what it is, only it's a lot harder than it looks. The missions start out simple enough—blast a few squadrons of wasps, blow up some radar sites, etc. But then the objectives become a lot more intense. The problem isn't in the difficulty of the missions but rather the frustration factor involved. "Frustrating" and "cruelty" are words with the tiny gun sight is really tough. Add to that the frustration of dying in the middle of a level and having to start over and over again... It drives you nuts. But it's the kind of craziness that makes you wanna keep trying until you blow the @#\$% out of those mutant insect jerks. So basically it's tough, but in a good way. I still think it would be better if the weapons had a bigger impact. Plus two-player is pretty useless. The Buck Battle Buzs into a never-ending game of tag, while *Turn Off the Lights* is more of a one-on-one soccer match. Overall, Buck is the kind of game that'll keep you looking in with you finally beat it, but after that you probably won't pick it up again.

Dean

I really wanted to like this game. I think Buck Bumble is a very cool character and he (it?) would make an excellent mascot. But the game isn't terribly exciting. Admittedly, it's fun flying around open worlds as a tiny insect, but the stages are pretty bland in design. The two-player head-to-head game had potential, but it's too difficult to hit your giddy opponents (fall into mirrors, it's a coin tracking him or her down).

Dan

It ain't dead-blowing, but Buck Bumble's still a decent shooter that really grows on you once you get a few levels under your belt. The massive outdoor environments (as well as indoor sewer and cave areas) are a blast to zip through, even if they're too foggy and plagued by repetitive textures. You'll face a good variety of missions, and control is pretty tight. The novel two-player Soccer Mode is original, but Deathmatch is dull.

Crispin

Buck Bumble could've been a hit, but I'm afraid the overall package is a little too sloppy for me. The graphics are overly soft, the draw-in is poor, and the fogging is a bit too noticeable. Yeah, Buck Bumble features a cool main character, interesting levels, some nice two-player Modes and decent mission structure. But overall I'm not that impressed. It's definitely one to check out, but I wouldn't go as far as to spend \$60 on it.

Shawn

VISUALS 6 SOUND 7 MODERNITY 7 MULTIPLA 6

Number Of Players: 1

Best Feature: Huge Assortment Of Vehicles

Worst Feature: Weak RPG Elements

www.midway.com

Number Of Players: 1

Best Feature: Star Fox-esque Flying Levels

Worst Feature: No Multiplayer Mode!!!

www.nintendo.com

Number Of Players: 1

Best Feature: Cool Explosives

Worst Feature: Frustratingly Difficult Sometimes

www.ubi.com

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F-ZERO X



Game of the Month

Publisher: Nintendo

Developer: Nintendo

Featured In: EGM #111

Number Of Players: 1-4

Best Feature: Intense Gameplay

Worst Feature: Sparse Landscape Graphics

www.nintendo.com

Getting tired of all the me-too crap games being released for the N64? Starting to really miss the glory days of the Super NES when all of NCL's games were just so good that you'd give anything to get your hands on them? Well, I'm happy to say that F-Zero X is one of the few N64 games that lives up to those old standards in every way. The only downside to the game (which really doesn't bother me at all, but may annoy some of you) is that the background graphics are for the most part... well, nonexistent. But once you get to playing the game, with its silky-smooth 60fps movement, incredible track designs, and extremely well-balanced gameplay, you'll forget all about the backgrounds. It's nice to see a game with so much depth (30 cars, 24 tracks not counting the X Cup, an excellent Multiplayer Mode and a super-cool Death Race Mode), especially after the ridiculously simple Yoshi's Story. Even the music is really good, with some excellent remakes of the old F-Zero tunes (that main theme has always been a favorite of mine). It's too bad we'll probably never get to see the Track Editor from the 64DD add-on (the DD seems to be just about dead here... thank God, but it would be nice if this game's got everything a F-Zero fan could ask for. Good job, Nintendo. Now where the heck is Metroid 64?

John R

Once again, Nintendo has masterfully updated one of its 32-bit classics. F-Zero X is a super-fast, super-intense racer—an equal mix of style and solid gameplay. There's just something totally cool about jockeying around its wild tracks with 29 other racers (proving for position all around you. You get a decent amount of tracks and lots of cars to open, and the randomly generated X Cup courses keep multiplayer fresh.

Crispin

The original F-Zero still stands as one of my all-time favorite games, so it's fantastic to see that Nintendo has captured the essence of what made it so great. The graphics may be simple, but they're smooth and the action is fast and that's what's most important here. If you play it hard enough and reach the top race class, the random track generation makes for one of the finest multi-player racing games ever. A classic, for sure.

John D

Reminds being a solid racer and doing the original Super NES version justice, F-Zero X is thankfully one hell of a challenge. Some of the courses seem downright impossible, but somehow—after what seems like a million attempts—you secure first place. Graphically, I could've been more impressed, but if you're like me, you're playing for an old-school look. It can't be understated. Lastly, the four-player vs. Made is one hell of a blast.

Shawn

KNIFE EDGE



Publisher: Kemco

Developer: Kotobuki System

Featured In: EGM #111

Number Of Players: 1-4

Best Feature: Doodling

Worst Feature: Head-bum On The Synchronization Meter

www.gulpdram.net

Knife Edge is a rail shooter that plays like a light gun game without the light gun. It's not a bad concept. The problem is, Knife Edge lacks the beauty and immersiveness of classics like Panther Dragoon or StarBlade. The drab levels are uninspiring: You have a generic space station, a generic city, a generic canyon, etc. Nothing in the stages scream originality. And since this is a rail shooter (where you're carried along with no freedom of movement), scenery matters a lot. The gameplay isn't terribly exciting either. You might find yourself yawning as you frudge through the boring stages, shooting at their boring enemies. The game, however, isn't without its good points. Et, rather, its one good point. The best feature of the game has to be, by far, the ability to dodge attacks in different directions (done with the camera buttons). This gives Knife Edge some much-needed depth since you'll have to skillfully aim and duck at the same time. Unfortunately, this saving grace isn't all it should be: First, dodging in the correct direction isn't as intuitive as it should be. You'll take a lot of unnecessary hit because it's not clear which way you should jukes. Second, you don't really need to dodge that often—you'll only use it at the occasional Boss and mid-Boss. Overall, this is a very lackluster game.

Dan

I'm not entirely wowed by Knife Edge but it is a fun game, and it's certainly something different. I'm surprised how well the analog stick works with a game like Knife Edge. Is this a genre on the N64 not yet tapped by game developers? I think so. How about an N64 Duck Hunt? Overall, Knife Edge is an interesting title to add to the growing N64 library—even with its 16-bit style cut-scenes and lack-of-up dialogue.

Shawn

Knife Edge is a poor-man's Gunblade NY—and that's fine with me. The N64 needs fun light-gun-type shooters like this, even if the system doesn't have a light gun (don't worry—you crosshairs control. Fin. with the stick). Despite a bland selection of weapons, KE's quick pace and variety of enemies make for intense game play, with Boss battles being especially cool. The multiplayer Co-op and Battle Modes are nice touches.

Crispin

I just can't get past the limited play mechanics of Knife Edge. There are multiple goals to take per mission—and when I say multiple, I mean upward of eight or more. This is a great feature and one of the saving graces of the title. But in a game where all you do is point a cursor and shoot, I expect amazing graphics and butter camera movement. Knife Edge doesn't have much of either, and the sound effects are pretty cheesy.

Sushi

NHL 99



Publisher: Electronic Arts

Developer: EA Canada

Featured In: EGM #111

Number Of Players: 1-4

Best Feature: Exciting Gameplay

Worst Feature: Amazingly Amazing Gameplay

www.easports.com

While it's not quite as amazing as I was hoping it'd be, NHL 99 for the N64 is still a very good game. The action moves super fast and the medium-res graphics look great, though obviously at the expense of the animation, which is weak in comparison to the game's PC and PS counterparts. The crowd and all the little sound effects are fantastic, but the play-by-play is terribly cheesy (what was EA thinking?). Fortunately you can turn it off. Anyway though, enough about that stuff—on to gameplay. NHL 99 plays fast and furious and can be a LOT of fun, especially multiplayer. The One-Player Mode has a couple of glaring problems that keep me from giving the game a higher score, though. For one, on two of the three difficulty levels (Rookie and Pro), it's WAY too easy to breakaway the speed burst is too useful, and combined with the money shots you can find (ah-oh), you can rack up big 70 leads in like five minutes flat. This is not good. Fortunately, it's not a problem on All-Star difficulty, but the CPU will make up for it by hooking all the time, and hooking in NHL 99 is just way too cheap and useful. I also don't like the fact that there's hardly ever any rebound action near the nets. Oh, the goals catch almost every thing. Aside from these problems though, I still think NHL 99 is a blast to play.

John R

I'm really psyched to see new EA Sports franchises hitting the N64. NHL 99 is a great opener. The graphics, controls, ambience... all are great. But a few minor flaws hurt the score. First, it's too easy to get breakaways against the CPU teams. Also, you hardly ever see any hard slap shots bouncing off of goalies' heads (I like to go for them rebound shots, ya know). Still, NHL 99 is an excellent title to add to your library.

Dan

I'm not as big of a hockey fan as Ricciardi, but I know EA's NHL line has been going for some time now. Really like the way the controls have been simplified this year. Guiding players becomes second nature very quickly. Two sticks is a blast, thanks mostly to the exciting gameplay and solid control. One thing I didn't care for was the play-by-play—too cheesy. Otherwise, there's no doubt NHL 99 is the best N64 hockey game yet.

Dean

NHL 99 has got to be one of the best looking hockey games I've seen on the N64. Sharp character graphics and smooth game play highlight the game, though the controls feel a bit floaty and the animations aren't as fluid as I'd have liked. The commentary is bland and a bit repetitive. Too still, multiplayer is a blast (as always), and the atmosphere is just right. This is definitely the only choice for hockey fans on the N64.

Sushi

VISUALS: 8 SOUND: 8 INGENUITY: 9 RETAIL: 9

VISUALS: 6 SOUND: 5 INGENUITY: 6 RETAIL: 7

VISUALS: 8 SOUND: 7 INGENUITY: 7 RETAIL: 8

S.C.A.R.S.



Publisher: Ubi Soft
Developer: Vivid Image
Featured in: EGM #11

Think of a game a bit like Mario Kart, but imagine that the graphics are a lot better, with lots of dynamic lighting and sexy textures and an underlying concept that's dubiously weird—this is S.C.A.R.S. For some reason Vivid Image has chosen to set the game on a super computer (which makes the minimal texture pop-up justifiable) and B) in a racing environment where all of the cars are inspired by large predatory animals. It's not exactly Mario, Luigi, Bowser and Toad in 3D. Personally I'm not able to feel one way or another about a car that's supposed to look and act like a rhino. It's all a bit redundant to be honest, but it's forgivable—because it's actually a pretty playable game. It doesn't break any new ground by any stretch of the imagination. Look at all of the options that are in Mario Kart and you've pretty much got the idea. There's a Grand Prix Mode, challenges (one-on-one racing), time attacks (with ghost racer) and up to four player multi-play. Cars can carry two weapons at once, they can jump, there are turbos, the tracks split into multiple routes... sound familiar? The handling is very sweet though, and there's enough in there to keep you occupied. S.C.A.R.S. doesn't get much of a rating, but it's certainly not better than most of the top racing games on the N64.

John D

S.C.A.R.S. doesn't suffer too much from any one problem—i.e. just isn't all that fun. The graphics are OK, especially all the impressive light-sceneing. But to me, the tracks aren't exciting. They're so twisty and erratic it becomes a chore to stay on the road, let alone target vehicles. The kiddy power-ups and constant power-sliding doesn't help either, and the frame-rate is average at best. What's not? Not much. Not kidding.

Dean

S.C.A.R.S. seems a little rough around the edges when you first play it, but once you get used to the game's controls, everything becomes a lot more tolerable. The graphics are extremely nice (quite sharp for an N64 game, with none of that annoying blur), and the gameplay, while hardly revolutionary, is well-balanced and fun. It lacks the overall appeal found in games like Mario Kart or DKR, but it's still a solid racer.

John R

With the lions of games like Mario Kart 64, Diddy Kong Racing and F-Zero X on the N64, S.C.A.R.S. becomes a lot tougher to swallow. The music is grooving and the action scenes offset during certain races. Some of the graphical effects that are nice on the PS version aren't pulled off as effectively on the N64 (like the rear light trails and the headlights). Even on its own, this is an uninspired racer with little new to offer.

Sushi

SPACE STATION SILICON VALLEY



Publisher: Take 2 Interactive
Developer: DMA Design
Featured in: EGM #11

Zelda 64, Perfect Dark, Tomb 2... you know you're going to buy those games, but for a moment, let's forget about the hype and take a look at a quiet cart named Space Station Silicon Valley. This surprise game came out of nowhere and seriously hooked me. It's innovative, original and a hell of a lot of fun. The animal system is ingenious, with each of the 100+ small wildlife having unique skills you must exploit properly to solve all the puzzles. Combine this with the well-designed levels, and you have a game that is dressed for success. Speaking of the levels, I still can't believe how well thought-out they are. Not only did the programmers plan for every contingency (so you'll never get completely stuck because you picked the wrong animal for the job), but they allowed for multiple solutions for most objectives. This gives you a real feeling of satisfaction when you figure out all on your lonesome how to complete each non-linear level. Brilliant, but be remiss, however, not to mention SSSV's shortcomings. The music is ultra-amazing. The game has a few, very hard-to-find bugs (where you can get stuck in a wall, or where you pass a wall that's supposed to be impenetrable). And finally, the camera work really, really stinks. But still, I have to give this game my hearty recommendation.

Dan

This is one of the most ingenious and original games I've come across in a long time. Don't be fooled by the "3D platform" look—this is a fine example of well-crafted game design, it may seem silly at first. After all, playing as a sheep, or being a rat that traps explosives is a little odd... but the interaction between the numerous species is incredible. As a feat of AI alone this is exemplary. More importantly it's fun and humorous.

John D

Here's another DMA game that—like Body Harvest—seems to have been developed forever. And, also like Body Harvest, this marathon development effort really shows. This game is a massive, funny, expertly crafted adventure-puzzle hybrid that's so thoroughly entertaining I can forgive the occasional annoying camera angle. With its huge variety of contraptions and puzzles, every level packs a unique gameplay twist.

Crispin

You don't play games like this everyday. Space Station Silicon Valley is a truly little adventure title that has as much charm as it does offbeat humor. The game is huge and has plenty of difficult objectives to keep things interesting. The control of the various animals could have been better and the music can get quite annoying, but overall this is one very well designed game that's definitely worth checking out.

Sushi

WCW/NWO REVENGE



Publisher: THQ
Developer: Aarkit
Featured in: EGM #11

At first glance, Revenge looks like a War Zone killer. The graphics are way better than War Zone's, if you can believe it. And the number of animations packed into this cartridge is staggering. If you're only looking at the two games, there's no comparison—Revenge is chamo. The gameplay, however, is a different story. This game is very easy to get into—perhaps too easy. Every move can be pulled off with a minimal of fuss (hit a couple of buttons, maybe press the D-pad and boom—no easy plexider or suplex coming up). This wasn't a big deal back on the WCW vs. NWO World Tour days. But after playing War Zone, where controller motions are slightly more complex, Revenge's simplicity is a bit of a let-down. Even worse, every character has the same set of simple controls. Unlike in War Zone, once you've learned one wrestler in Revenge, you've learned them all. Thankfully, this game has so many wrestlers, each with a different set of animations for those same controls, the variety keeps things interesting. The game is light on codes (no Create-a-player, training Mode or Cage Matches), but when you're having a blast in four player Tag Team or Atomic Royal, you won't really care. Overall, Revenge falls short of a few gameplay standards that War Zone set, but it's a very solid and fun title nonetheless.

Dan

WCW/NWO Revenge is missing a couple of elements that War Zone has which I really like (particularly the Create Player Mode, as well as a Steel Cage match). But on the whole, I prefer Revenge. The graphics and animation are far superior to War Zone, and I prefer the more simplified gameplay system. As was the case with WCW vs. NWO last year, a P play is an absolute blast. You won't find many better party games, that's for sure.

John R

I don't know what happened but lately I really like wrestling... games. Maybe it's because companies like Aarkit have been making excellent wrestling titles, take every other wrestling game I've played, the Multiplayer Modes in Revenge are what I enjoy the most. Well, the one-player is fun but nothing really compares to battling up on Show. Overall Revenge is a very solid wrestling game in both how it looks and how it plays.

Shawn

This is by far the most inclusive wrestling game I've ever seen. Every wrestler I've ever heard of is in there, every move too. It's mighty pretty too—seamless graphics and smooth animation. I have a problem with the controls though. To me it feels too ho-ho or miss. You initiate a hold, hit a button and the guy may or may not perform the move. I wish it was more predictable. I'm more apt to play War Zone but I'll admit this is good.

Dean

Number Of Players: 1-4

Best Feature: Sweet Graphics

Worst Feature: Race At A Rhino's Back

www.ubiisoft.com

Number Of Players: 1

Best Feature: Originality, Variety

Worst Feature: Camera Work

www.take2games.com

Number Of Players: 1-4

Best Feature: Graphics And Animation

Worst Feature: All The Characters Control The Same

www.thq.com

VISIONS	SOUND	INGENUITY	REFLEX
7	6	5	6

VISIONS	SOUND	INGENUITY	REFLEX
8	7	9	8

VISIONS	SOUND	INGENUITY	REFLEX
9	7	7	8

ARMORED CORE: PROJ. PHANTASMA



Publisher: Atac

Developer: From Software

Featured In: EGM #111

It's usually easy to say that fans of an original will probably like the sequel. Whether or not you will like Project Phantasma, however, depends on what you expect from a sequel. While officially more of an expansion disc than a true sequel, Phantasma has some new missions, weapons and options. What hasn't changed are the game's graphics and the entire interface. This may not have been such a setback if PP were released within a year of the original title, but it's been almost two years now. **PlayStation graphics have come a long way since the original AC, making Phantasma seem extremely dated.** The new missions are much more challenging than the original ones, but fortunately you can use the data you've worked up from the first Armored Core with Project Phantasma. You may also consider that there hasn't been a similarly styled game released since the original AC, which would make this follow-up a welcome relief for fans of the genre. Overall, there just isn't enough here to recommend Phantasma to anyone but the hardcore Armored Core fans out there (do you even need it? If you don't own the original, and are interested in the game, check out Phantasma but be warned—there's not all that much new, and you'll probably find the original at a more affordable price now anyway.

Sushi

If you played the original Armored Core... well, here it is again, with new bits. In the grand scheme of all robot games this is certainly one of the best, but you've got to really dig the genre for it to really give you the horn. While I can appreciate the myriad features, the game doesn't really do it for me. The missions are suitably varied, and the combat is OK, but I'd have liked to see online support to bolster the copy controls.

John D

Armored Core, when it first came out, was pretty good. But it isn't such a high-caliber game that it needed a sequel, especially when the sequel is only providing new and more difficult missions. Needless to say, if you want more of the same, then Project Phantasma is an alright buy, just don't expect the game to feel like a true sequel. On other words, don't expect better graphics, new gameplay ideas, etc.

Dan

This game's window of opportunity expired 18 months ago. Project Phantasma is an interesting addition for fans of its predecessor, but keep in mind that it's the complete equivalent of a mission disc. These really aren't enough enhancements to warrant a new purchase, aside from the cool base elements of the game. Building up AC is fun, and the missions are fairly challenging, but if you're really interested, try renting first.

Crispin

BRUNSWICK BOWLING



Publisher: THQ

Developer: Adrenaline Entertainment

Featured In: EGM #108

The truth is finally out... Sushi loves to bowl. Brunswick Bowling is one of the rare games to feature the real bowlers we've come to know from Saturday-afternoon telecasts. It also features the real tournament names and bowling lanes that the high rolls play on. The graphics are good for a bowling game, but subpar compared to other titles. Character models are animated well and show good resemblances to the pro bowlers. The backbone of any bowling simulation is the physics of the ball in relation to the lane, in relation to the pins, etc. Fortunately, Brunswick does a great job of this and features some of the most reliable ball spins ever seen in a bowling title. Put simply, the balls react in a very realistic manner. The Achilles heel of many bowling games (including Brunswick) is the "easy strike" syndrome. There are definitely ways to always get strikes and the CPU doesn't do enough to make it hard on you. There are other annoying gaffs like the unnatural delay between you throwing the ball and the sound of it hitting the lane. It would be nice if there were some variations in the crowd cheers as well. I would say that this is the best bowling game available on the PlayStation, but considering that there's only one other bowling game out there, that wouldn't be saying much.

Sushi

Bowling—it's a weird sport. So I guess it's OK that Brunswick Bowling is kind of a weird game. Why? It's just strange how serious this game takes itself with the different balls, oil patterns and such. Graphically, it's decent but nothing special, and the same goes for the music. The physics seem a little spongy on the ball. Overall, it's a little sloppy design-wise but it gets the point across. Go for it if you're into bowling.

Shawn

If you've been looking for a desperately easy bowling sim with washed-out graphics, subpar physics and very little replay value, then you've come to the right place. Everything about this game is so vanilla you just have to laugh at it. Why would anybody (especially gamers) want to play a bowling game that strives to be serious? But then again, it wouldn't matter how they present it, the weak gameplay would kill it anyway.

Dean

The toughest area to tackle in a bowling game is obviously the physics model. In this respect, Brunswick Bowling rocks. The ball and pins move so realistically you think you could improve your real life scores by practicing on your PS. But realism doesn't translate into excitement. You might ball Brunswick out to play a quick hi here and there (like Solitaire on the PC), but don't expect something you can play for hours on end.

Dan

COLONY WARS: VENGEANCE



Publisher: Pyrosys

Developer: Pyrosys

Featured In: EGM #110

Colony Wars: Vengeance surpasses the original in nearly every way. Visually, it's another jaw dropper. The new weapons—including homing energy blasts, laser cutters and helper pods—are all killer. Pluswise, the game is even more engrossing, packed with Pyrosys's trademark stunning FMV. Best of all, I've never seen missions this innovative. Instead of the blah escort and patrol missions of most space-combat sims, CWV's 40 plus sorties have you doing crazy stuff like grappling asteroids and hurling them into enemy bases, remote-guided energy missiles into distant targets—even taking on Boss-like ships. The ground-based missions make a great addition, too, with your dropship featuring new flight dynamics to master. But—and here's my major gripe—as difficult as Colony Wars was, it was kitted in play compared to CWV. You'll come across missions so supremely hard that you'll replay 'em for days before you can beat them. Your wingmen still aren't very helpful. You can save more frequently now, but not always after every mission (angh!). Failure still kicks you into new missions, and it's easy to reach the endgame of the six endings. But sit down, take a deep breath and prepare for endless frustration if you want to beat enough missions to see the best endings.

Crispin

A truly "epic" game that really shows what the PlayStation can do. As a feat of game design CWV is a shining example to other "space opera" action games. Graphically it's incredible. The team has achieved what would seem to be impossible and has outdone the original. Missions are well thought out and the sense of progression you get is very satisfying. It can get really tough though, especially on those land missions.

John D

The first Colony Wars wowed me to no end. Now the sequel is out and I'm equally impressed. The only drawback is how ridiculously hard the missions are but I can't deny how much fun I have trying to complete them. One thing I don't understand are the voices—more specifically, the lame-ass scowling and such when you kill or miss. Would trained pilots scowling like this? No. Overall, a must-buy for the fly-bow.

Shawn

It seems irresponsible for the original Colony Wars to be outdone, but the sequel does just that. Better graphics, intense play and objective, diverse missions are just a few of the new elements of Vengeance. The story of your character took a backseat to the overall space opera in the last game, but it's a very integral part of the drama this time around. Space shooters don't get any better than this. Much tougher this time, though.

Sushi

VISUALS 5 SOUND 5 INGENUITY 4 REPLAY 5

VISUALS 6 SOUND 6 INGENUITY 6 REPLAY 6

VISUALS 10 SOUND 8 INGENUITY 7 REPLAY 7

Number Of Players: 1-2

Best Feature: Customization Of A/Cs

Worst Feature: Oriented Graphics

www.fromsoftware.com

Number Of Players: 1-6

Best Feature: Parker Bohn III

Worst Feature: Parker Bohn III

www.thq.com

Number Of Players: 1

Best Feature: Innovative Missions

Worst Feature: Extreme Difficulty

www.pyrosys.com

KAGERO: DECEPTION II



Publisher: Tecmo

Developer: Tecmo

Featured in: RGM #10

The original Tecmo's Deception was a unique trap game that enjoyed a cult following, despite its crude graphics and steep learning curve. The sequel takes everything that was special about the first title and makes it into a game that can and should be enjoyed by a much wider audience. That doesn't mean any of the more disturbing aspects of the first game are gone. In fact, **there has never been a game that has presented such moral dilemmas as Deception II.** The graphics match the mood of the game and so do the character models. The death animations that result from being run by the game's gruesome and often sad—sad because the victim usually has some last words which make you feel rotten for taking such pleasure in knocking the crap out of them. Deception II still has its flaws, though. The English translation is choppy in places and the story gets too convoluted for its own good. The environments sometimes break up and you can see through walls accidentally. The enemies don't get really smart. If you're very far into the game either. Despite these distractions, Deception II is highly addictive and has a lot of replay value. **I wish I hadn't have had to stop playing. I'd play through it numerous times to try to perfect a trap combination or to discover new traps. This one's a 10-point.**

Sushi

Number Of Players: 1

Best Feature: Devilish Traps

Worst Feature: Stupid Enemies

www.activision.com

VISUALS 7 SOUND 8 INGENUITY 8 REPLAY 8

MOTO RACER 2



Publisher: Electronic Arts

Developer: Electronic Arts

Featured in: EGM #109

My review of Moto Racer 2 is going to seem like a broken record of my review for the first game. The excellent graphics—now spiced up with snow and rain effects—will deliver an incredible sense of speed (even if the frame-rate slips once in a while). Your bike still controls fine with the standard joystick, although I much prefer analog. **I still really dig the game's 50/50 mix of high-speed street racing and motocross powersliding action!** The powerrides feel great on the Dual Shock! And, as before, the two-player Mode packs the same sense of speed as single-player (although multiplayer still lacks AI opponents to challenge human players). Some of my old gripes are the same, too. The medium difficulty is too tough, and you'll really need to master the tracks on Easy first. Speaking of tracks, MR2 offers four times more than the first game. You get 24 to begin with, and an additional eight open when you beat the various Championship Modes, and that's not counting the mirror tracks (it sounds like a lot of tracks, sure, but many are slight variations of others). Even better, you get a track editor that lets you create courses from scratch or modify the existing ones, then race on 'em in a custom championship. This editor is easy to use, but it doesn't let me get as crazy with the jumps as I would like.

Crispin

Number Of Players: 1-2

Best Feature: Track Editor

Worst Feature: Still No CPU Racers In Two-Player Mode

www.ea.com

VISUALS 8 SOUND 7 INGENUITY 7 REPLAY 8

MOTORHEAD



Publisher: Fun Interactive

Developer: Gemin

Featured in: N/A

Motorhead? Hey is Lemmy in this game? Their song [the group that is] Mean Machine would go great. I won't beat around the bush. Motorhead is graphically a solid game if not a little bland in the detail department. The dull grey, foggy graphics are a bit too Neq-ish for me, particularly when the PlayStation is capable of such intense colors. Many (but not all) of the Lamborghini-like cars lack interesting detail as well. I say if you're gonna use non-licensed vehicles, make them as interesting as possible. But nonetheless it's not that major when there are more pressing flaws in the game. For one, the powersliding doesn't feel convincing. It seems like the cars are on invisible spindles rotating a few degrees one way, then rotating back. It looks and feels very automatic. And while powersliding is only one element of racing, it's important that it's a fun part of the game. For example, Need For Speed III does powersliding very well—is—fun. OK, one more big complaint—this is all the other cars! A five-car field is pretty weak by today's racing game standards. I'm sounding quite harsh overall, but just keep in mind the game isn't fatally flawed, it just has a few too many poor points. It ranks in there with many middle-of-the-road PlayStation racers. Peak Performance, Grand Tour Racing... the list goes on and on.

Dean

Number Of Players: 1-2

Best Feature: Game Speed

Worst Feature: Still Gameplay

www.funinteractive.com

VISUALS 7 SOUND 6 INGENUITY 4 REPLAY 4

I have to admit that I wasn't expecting much from Deception II. The original, although fun, was a bit sloppy and had a high learning curve. The sequel, however, gives you a totally different experience. **Setting traps is easy to figure out and the replay value is high.** The game throws all kinds of plot twists at you which makes for some confusion, but it does keep things moving. With six possible endings, Kagero is a good bet.

Dan

Man, I love sick stuff like this. Deception II kept the novel, twisted game play of the excellent original, while adding a little TAA (in the form of the main character) and even wilder traps. **The best addition by far is the trap-combo system,** which makes for some wily/guanoome replays. Being able to use obstacles from the environment as traps is a big plus, too. I only wish the environments themselves looked better.

Crispin

I never played the original Deception, but damn! I'm psyched by this. Kagero: Evil meets Trap Gunner hybrid. The deception part of the name is right! So many lies, so many trailers. It's hard to keep track. For one, the strategy involved in building the perfect body-trap is the best part. Luring enemies into the evil creations is always satisfying. I wish it was a little faster and the text was cleaned up but otherwise it's not bad.

Dean

I really dug the first Moto Racer last year, and surprisingly, the sequel is even better. I'm a sucker for fast-paced adrenaline-pumping gameplay (you should know this by now) and MR2's Arcade Mode has it in great amounts. The track designs are great, the graphics are beautiful, and the control (and especially) is sweet. Two-player play is fun, too. Not too much of a jump from last year's MR, but it's just as much fun.

John R

I've been a Moto Racer fan since day one. I'm relieved they retained the same game engine but I'm a bored with the look. Other than the rest of the game is fine. Thirty-two tracks with interesting weather effects (snow, rain, sandstorms) are more than enough. Night racing looks great too. The track editor is a bit hard to use (and limited), but is still a nice feature. To put Moto Racer 2 in the top-five PS racing games of all time.

Dean

Up until Moto Racer came around, good bike racing games on the PS were a fantasy. Now, Moto 2's out, and once again, it outshines all of its competition (VRM, McGrath), which isn't too difficult a feat. **This game is fast—I'm glad the game has invisible AI vehicles to keep my bike on the road.** The intuitive track editor is a nice addition. This is a fun action oriented racer—don't expect a sim, even with the game's Simulation Mode.

Dan

Maybe the frame-rate is high and the control is tight, but what's about all Motorhead has going for it, I'm afraid. The pop-up and fogging in this game is unacceptable—high frame-rate or not. The physics model is incredibly annoying, like when your car slips around wildly when it barely touches what seems to be a curb. With games like NFS III and Gran Turismo available, I can't think of a good reason to get Motorhead.

Shawn

Graphically Motorhead is extremely impressive, if a little grey and dull in some places. Switching views is puke-inducingly horrible, and pointing around the car, however fast, and cool-looking, just isn't friendly. It's no Gran Turismo. It strikes me as more of a "quick fix" racer rather than something you'd invest any serious time in. It's a shame Motorhead (the band) didn't do the music, instead we get some godawful techno s**t.

John D

Motorhead is an average racer with decent graphics and sounds. **The track designs are interesting, making you wish there were more tracks.** The League Mode unlocks extra cars, but doesn't let you upgrade current vehicles and has no story, limiting the replay value. There are plenty of racing games out there that offer plenty of Motorhead has and more, which makes it hard to recommend it. Racing fans may be disappointed.

Sushi



09:01:31 Warehouse Area 10 09:01:31 Warehouse Area 10 09:01:32 Warehouse Area 10 09:01:32 Warehouse Area 10

09:00:00 hrs. Enter warehouse. Maintain stealth.



01:11:04 Mission Area 1 01:11:02 Mission Area 1



Sanction Level Alpha...

...Primary objective



Sanction Level Omega...

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NASCAR 99



Publisher: Electronic Arts
Developer: Stormfront Studios
Featured In: EGW #10

I was (and still am) a big fan of NASCAR 98. The great gameplay and realistic vehicle physics are really nice, not to mention the awesome authentic motor sounds. That's why I'm sorry to report NASCAR 99 has a slightly less desirable personality than its predecessor. Right off the bat, the graphics look a little washed-out and a bit on the sparse side.

Little things like chunky shadow effects and one-color track surfaces bring down the aesthetics somewhat. Granted it's not bad but normally I expect sequels to look better than their previous editions, especially when it's from EA. My other big complaint—the wintry motor sounds. The cars sound like a lot less than the 700-horsepower monsters they are. This is especially disappointing since NASCAR 98 had such good sound. On the brighter side, lots of new car mods and a few extra tracks add some depth to the game. Although I don't think some of them (like "weight jacking") do a whole lot. **Bottom line—I would rather play last year's edition of NASCAR.** It just feels more authentic and playable to me. This version tries too hard to be in-depth and somewhat real, at the end of the day, it's still a decent race, especially when using the in-car view, but I wish EA would've kept it more basic, with more emphasis on the gameplay. Gameplay is everything! **Dean**

I took on this review to see if NASCAR 99 would appeal to a NASCAR newbie. The myself. Well, it doesn't. Sure, the game neatly rebuilds you with ways to modify your car, but I never really noticed any significant changes to my performance... despite my tweaking. The graphics are only so-so, and the **two-player mode fails to deliver a sense of speed** (the scenery cranks by like you're doing 50 instead of 180 mph). **Crispin**

Round and round and round and round. Brown, brown, yeeow. I love cars and I love racing, but the **bruder developers try to produce "authentic" NASCAR simulations, the less fun they are.** As a "racer" sport it's very competitive, but this really isn't one, and well in the game, the presentation is up to EA's usual standards, but to see it just to All I go into a word kind of truce as the race drags on and on and on. **John D**

As I've said before, I'm not in the least bit interested in real NASCAR racing, but usually I dig the home versions (as was the case with the year's his, NASCAR 99). Unfortunately, I can't say I'm all in on it. Not so far for the PS. The game is loaded with options and features, but the **graphics are yucky and the game speed just cranks.** I do miss NASCAR 98's more like 40 mph. Unless you're a big NASCAR fan, definitely pass. **John R**

RIVAL SCHOOLS UB



Publisher: Capcom
Developer: Capcom
Featured In: EGW #11

Rival Schools is Capcom's answer for all of us critics who are tired of 15 million Street Fighter sequels. Funny thing is, Rival Schools plays like most SF games (if you can do a Dragon Punch or fireball, you'll feel right at home). Despite the obvious similarities, Rival Schools has enough going for it to let it stand on its own two feet. The characters and most of their moves are entirely new (with the exception of dual star Sakura). The team-up feature, although not quite as cool as tag teaming in the Vs. games, still adds spice to the standard one-on-one fighting game for muls. Did I mention Rival Schools is full of technique? Ditch 'n Soins, Throw Escapes, Tasty Counters, Lightning Crashes... Even though Rival Schools is of the "flashy" variety (meaning so hit Super Dragon Punch combos and the such), timing and hardcore technique are still key. A person could spend a heck of a long time mastering this game. **A flashy technical fighter? I'm sold.** But wait, there's more!... Capcom has given us a ton of extras: over 20 secret characters, hidden minigames, a very cool graded Lesson Mode and more. It's very very unfortunate Capcom left out the Edit Fighter/School Life Mode (due to translation/timing issues), but the package is still packed with enough goodies to make it worth your hard-earned bucks. **Dan**

Rival Schools is one of the most stylish, fun-to-play fighting games I've played in a long time. Even if it were just a direct arcade port, it'd be satisfied, but the **Devilion Disc makes it all that much better.** The minigames are a blast, and all of the little extras and cool options will keep you occupied for weeks. It's too bad they had to cut some stuff from the U.S. version (Dance), but what's there is still highly entertaining. Great game. **John R**

There's something about this game that is so incredibly cool that I find myself actually addicted to it. Maybe it's the fact that under all of the flash, showy effects and gorgeous graphics it's still an extremely satisfying fighting game with great control and plenty of depth. **Even without all of the extra features it would be a fab game,** but with them, it's guaranteed to keep fighting game fans satisfied post-Tekken 3. **John D**

Like all Capcom fighters these days, Rival Schools blends technique from various other titles and molds it into a style all its own. The **outrageous attacks mask a game online that is loaded with technique and combo possibilities.** There are lots of secrets to unlock and plenty of team-up attacks to try. The character designs (which can be viewed later in the game) are among some of the best Capcom has done. **Sushi**

ROGUE TRIP



Publisher: GT Interactive
Developer: SingleTrac
Featured In: EGW #10

Like both of the Twisted Metal games and Critical Depth, the graphical quality in Rogue Trip just isn't there. If you compare Rogue Trip to Vigilante II, this is apparent from the get-go. Luckily, **Rogue Trip plays like a dream and gives you all kinds of play modes, most of which are a lot of fun.** This is no surprise considering it's from the same company that brought us TM and TM2—those games rock. The control is great, especially with the Dual Shock, although I don't like the analog control that much. The power-ups are excellent though and the stages are a joy to play through. As you'd expect, in addition to your enemies, there's a load of stuff to blow up in all of the levels. Even though I wasn't into the whole tourist and photo-op thing at first, it grew on me. The worst job I have makes Rogue Trip's gameplay more interesting—more than just a shoot/drive away/shoot type of game. Still, there are times when I just want to straight-out kill my enemies, which is where the game's heavy number of play modes come in. Especially like the Two Player Modes—they're awesome. What's interesting is how playing cooperative makes these modes more fun. The link option is cool, for those of you who can use it. Overall, even though Rogue Trip doesn't look all that great, it's a load of fun to play. **Shawn**

Even though the SingleTrac car combat games are graphically outdated by today's standards (names to Vigilante II), they're still the most fun. Rogue Trip may look like the another Twisted Metal, but the simple little addition of tourists (whom you have to pick up and escort around) makes all the difference. It's a silly but fun idea. Five-player link and weapon upgrading are nice features too. **Better than Twisted Metal 2? You bet.** **Dan**

Rogue Trip delivers all the car-blasting action I'd want from the unofficial sequel to Twisted Metal 2—while managing to stay incredibly fresh. You get huge arenas with loads of secret stuff. And the nab-the-tourist goal—as crazy as it sounds—is a super-fun addition to the classic formula. But, the **ability to play through the game in two-player Co-op Mode is the best feature.** I only wish the four-player Link Mode had a few more options. **Crispin**

I wasn't a big fan of Twisted Metal. To me it seemed unplayable due to its cramped environments. Rogue Trip, on the other hand, is very playable as well as complete by addictive. The environments are vast with tons of room for ramming and destroying. The objectives are simple, leaving the emphasis on the combat where it should be. I can't complain about much, even like the music. Twisted Metal Rogue Trip is quite a solid package. **Dean**

Number Of Players: 1-2

Best Feature: Loads Of Features And Options

Worst Feature: Disappointing Gameplay

www.easport.com

Number Of Players: 1-2

Best Feature: Wonderful Trophy Do Her Team-Up On Kyo

Worst Feature: No Certain-A-Fighter

www.capcom.com

Number Of Players: 1-4

Best Feature: Familiar Twisted Metal Feel

Worst Feature: Graphics Are A Little Rough

www.gtgames.com

S.C.A.R.S.



Publisher: Ubi Soft
Developer: Vivid Image
Featured In: EGM #109

S.C.A.R.S. reminds me a little bit of Crystal Dynamics' Off Road Challenge, as well as Midway's Off-Road Challenge. Neither game was that great and unfortunately neither is S.C.A.R.S. I'm not condemning it completely; I think younger kids will like it a lot. I just don't know if that's a compliment or not. What I do know is that sliding around twisty, bump-filled roads in cartoony vehicles gets old quite fast. The cars themselves are loose ly based on exotic animals—you know, lions and other such aggressive beasts who lend their personas well to vehicles of destruction. Kids love beasts don't they? Anyway, that element seems "today," as do all the goofy power-ups that literally litter the courses in great numbers. About every few seconds another set of icons hovers in the road waiting to be absorbed. I wish they were less plentiful. Not that power-ups are a bad thing but having them constantly in your face is annoying. Plus it takes your attention away from the object of the game—blowin' enemies off the road! Also, for a racing game the framerate is a little slow, especially on multiplayer races. OK, so that's why older players may not like the game. Kids on the other hand will like the simplicity of the gameplay, the morph-type animal vehicles and the bright graphics. So go tell Junior all about it.

Dean

Having spent a long time with the N64 version, I was expecting this one to suffer a little in terms of graphics. Thankfully, it more than holds its own, even without the fancy lighting effects. Upon further examination it actually seems to be a slightly better game on the PlayStation. The controls seem far more responsive, with powerslides feeling much better here and the music and sound being surprisingly superior.

John D

When I first played S.C.A.R.S., I wasn't all that impressed. After playing for a while and getting the hang of the controls though, the game started to grow on me. The graphics are beautiful (as nice as the N64 version) and the control is tight. Some of the tricks are a little underwhelming (especially later ones), but the overall dust is still pretty impressive. It's not the most original racer in town, but I'd still recommend giving it a try.

John R

I've always thought that someone should make a racing game in the mold of Mario Kart on the PlayStation. S.C.A.R.S. comes pretty close, with similar racing mechanics and colorful courses. What brings it down is that it doesn't have the personality to stand on its own. It's not good enough to be recommended over, say, WipeOut XL, and it's not wacky enough to dethrone Micro Machines. It's stuck right there in the middle.

Sushi

SPYRO THE DRAGON



Publisher: Sony Computer Entertainment
Developer: Insomniac
Featured In: EGM #111

Spyro raises the bar for 3D mascot-type adventures on the PlayStation. It has slick, fast graphics, with barely any seams, warped features or other common glitches. The camera is the best I've seen in this type of game. Control is spot-on. The music and voice acting are first-rate—no surprise, considering the talent behind both. Even the title character is a likable little guy. Heck, Spyro beats the snoot out of my former favorite PS mascot game, *Geck*: Enter the Gecko, in almost every way. Almost. As in *Geck*, *Croc* and their ilk, Spyro has you collecting stuff: gems, eggs, etc. It's fun, sure, and gathering everything on every level opens a cool bonus stage, but it's also a gameplay concept that's getting stale. (The addition of individual objectives, as in *Geck*, would have been welcome.) And nearly all the Bosses are small, easy and decidedly unloosy-like. Still, Spyro has its unique qualities. The enemies—all well-animated—demand varied attack strategies depending on their size. You'll find five flying stages that would nearly make a cool game on their own. In fact, the 35 levels are all well-designed and encourage exploration. You'll see lots of distant areas that make you mumble, "Hrm... how do I get over there?" Oh, and for a cool surprise press L2 and Triangle together at the Start Screen.

Crispin

Spyro is easily the best-looking, smoothest-moving 3D platformer on the PlayStation to date. It's a little bit on the simple side (aside from the very cool flying bonus stages, all you basically do is run around and collect stuff), but it's got just enough to it that it'll keep even hardened platform veterans hooked until the end. The graphics are gorgeous, the music is solid and most importantly, the game is fun. Definitely check it out.

John R

Spyro is to the PlayStation what Banjo-Kazooie is to the Nintendo 64—an incredibly solid 3D action/adventure that surpasses every other game in its genre that preceded it. Spyro combines the two most important attributes of any good game: graphics and gameplay. Be aware—Spyro can be difficult, but it still feels a little on the coddled side of things. I only wish the control was a bit more friendly in high-risk areas.

Shawn

Very few games totally immerse you into the game as *Spyro* does. The lands you explore and the enemies you encounter all seem to fit right with the universe the game creates. The graphics are among the best seen on the PlayStation and the play controls are perfectly tuned. The only shortcoming of *Spyro*'s, the lack of diversity in his objectives which makes for repetitive play. Still, nothing comes close to *Spyro* in this genre.

Sushi

TALES OF DESTINY



Publisher: Namco
Developer: Namco
Featured In: EGM #111

Tales of Destiny looks very much like it was originally designed with the Super NES in mind, but if you can get past the game's extremely "54-bit" graphics, you'll find a deep, involving game that's sure to please fans of old-school SNES-style RPGs. The thing about *Tales of Destiny* that grips me the most is the game's dialogue. It's not even so much the story—which isn't bad, mind you, though hardly mindblowing—but rather the way the characters develop and interact with each other and their worlds. The dialogue is very nicely written, and often had me laughing out loud—whoever wrote this really has a gift for touching upon people's emotions and getting them attached to the characters (and I'm not just talking about localization—you can tell this was well done even in Japan). Gameplay-wise, *Tales* delivers. The unique battle system is loads of fun (especially later on when you've learned some of the cooler Spells and Special attacks), and the dungeons are fabulous. They're well-designed, they're TOUGH, and they're all over the place. It took me over 40 hours to beat, and I was actually trying to hurry if you're one of those RPGers who likes to find every thing; too is perfect for you—there are loads of hidden items and secrets, and even a 40-level bonus dungeon. Very nice.

John R

Tales of Destiny is a solid RPG if you don't mind its old-school look. I know graphics shouldn't matter, but nearly everything in this game could've been done on the Super NES. There's even some classic style effects to boot. Still, the game is a lot of fun. The battles are the most interesting part of the game in my opinion. Overall, RPG fans will love *Tales of Destiny*, but don't expect it to be as good as FFVII or anything.

Shawn

Tales of Destiny's 16-bit graphics may lure you off at first, but if you stick with it you'll be surprised to find an RPG that's very much geared toward fans of the genre. Fighting takes place quite a bit, but the in-between battle system makes it all more enjoyable than the standard menu-based stuff. The dungeons are challenging, the soundtrack is excellent, and the story is both interesting and funny. This sector is long, too.

Crispin

Tales of Destiny is a perfect example of an old school-style RPG being slightly revamped for 32-bit. Colorful hand-drawn graphics complement a lush musical score, and it's all topped off by a good story. The game is super fun and has a nice batch of surprises to keep things interesting. If you aren't bothered by the lack of polygons, you'll definitely enjoy *ToD*. Even if the graphics do bother you, I still recommend you at least rent it.

Sushi

01.08.02

Number Of Players: 1-4

Best Feature: Great Graphics

Worst Feature: None; Gameplay

www.ubi.com

Number Of Players: 1

Best Feature: Slick Graphics

Worst Feature: Lame Bosses

www.playstation.com

Number Of Players: 1

Best Feature: Great Dialogue; Tough Dungeons

Worst Feature: 16-bit-looking Graphics

www.namco.com

TENCHU: STEALTH ASSASSINS



Publisher: Activision

Developer: Sony Music Entertainment

Featured In: EGM FEB

Long have I waited for a game to represent what my kind has specialized in... fighting and lazing after busy work. Oh wait. The getting confused with *Dead or Alive*. What I meant was, **Tenchu has ninjas acting in a more realistic way than any previous video game efforts**, and that is through the use of stealth and assassination. It's bound to draw comparisons to *Metal Gear*, but *Tenchu* has a lot going for it besides the stealth stuff. The environment settings and music are just two of the things that give *Tenchu* a unique feel. These tunes mix traditional Japanese sounding instruments and vocals with funky basslines and beats. Anyone familiar with the most recent version of *Tenchu* will notice that major flaws have been worked on, like the poor enemy AI, bad camera angles and virtual lack of difficulty. Unfortunately, it's still not perfect, as enemies still don't behave as they should and the camera angles render you helpless to attackers when you're cornered. I would also like to have seen a wider variety of missions which didn't allow you to resolve situations with your sword. The biggest sore point with me is that the U.S. version is barely screwed up. They totally suck the drama out of tense confrontations and become a big distraction. *Tenchu* has its flaws, but it's still a very nice game.

Sushi

Tenchu reminds me a lot of *Metal Gear Solid*, only with a ninja and some serious camera problems. Despite the faulty camera (which can get incredibly annoying in tight spots), **the game is a lot of fun to play and has great atmosphere**. It would've benefited majorly from analog control and perhaps a midstage save point here and there, but on the whole, I still dig it. If you're into the whole "stealth thing I am", check it out.

John R

I'm really glad *Activision* picked up this title and jazzed it up with a host of improvements. *Tenchu* is a great stealthy adventure title that should slide you over until *MGS* comes out. **The missions are challenging and the music fits the mood of the game perfectly**. The enemy AI is spotty and the poor camera will cause more than its share of frustrating moments. Thus, complaints aside, *Tenchu* is a refreshing fun and ch-Bersing title.

Dan

I don't understand why *Sushi* is so down on the voices in *Tenchu*. Maybe it's just me, but I find there to be either amusing, but enough about that. *Tenchu* has other problems. **The camera puts to be as @\$\$ing frustrating in tight spots** that you'll want to throw your controller out the window. It's a bloody shame, too. Because aside from this and some questionable AI, *Tenchu* is actually a real solid game. Great atmosphere, too.

John D

VISUALS	SOUND	INTEGRITY	REPLAY
7	8	8	7

THE UNHOLY WAR



Publisher: Eden/Crystal Dynamics

Developer: Crystal Dynamics

Featured In: EGM F05

Remember *Archan* back in the day? The *Unholy War* plays a lot like what you'd expect a 3D-RPG update of that to be, which is a very good thing (*Archan* is a classic). The concept is pretty much the same: match off two creatures at a time in head-to-head battles (you can do it in a straightforward deathmatch fashion or in a simple strategy board game). The sheer variety in characters and their methods of attack are what makes this game an instant hit. When I first gave the game a go, I was sure the simplistic three-button attack format would quickly grow tiresome and repetitive (hey, pressing a button to launch a special attack takes no skill). But I soon discovered every character is unique, and to get good at the game, I'd have to learn to use all of the warriors and their respective arsenals. This gives *The Unholy War* a healthy dose of replay value, always a big plus in my book. This game, like *Archan*, is best played with two people—if you're the solo gaming type, you may not dig *The Unholy War* as I much as I do. Some of the characters are a bit unbalanced—some battles are over in a blink of an eye because a strong fighter got in a few lucky shots. But that grip is a minor one. **The *Unholy War* is still a great game**, if you're still not convinced, this disc has a beautiful *Kain* demo.

Dan

The more I play *Unholy War*, the more I love it. Those of you who have been into games for years will be able to spot the pedigree behind this as the **Star Control** and *Archan* heritage is more than apparent in gameplay. As a two-player game, it's great fun, especially in milice combat. Playing on your own though, the strategy game is the one to go for. The mix of 3D action and simple, board game-like tactics is wonderful.

John D

The *Unholy War* is a very interesting and original game. Though fun, the One-player Modes are slightly repetitious at times—probably due to weak AI. I had more fun with the different two-player scenarios, especially the Strategy Mode of play. Don't get me wrong, the full-on Battle Modes are fun but the game just lends itself to strategy. Overall, *The Unholy War* is one to check out, even though it may be repetitive.

Shawn

Unholy War comes across as something of a cross between *Virtual On* and *Archan*, but it doesn't really do either game justice. The straight action stuff is fun, but it gets old too quickly. It's definitely better with two players. On the other hand, the Strategy Mode is nice and polished, but it's just too simple for most people. Use it as a quick diversion, but for long-term replayability, you'd better look elsewhere. Perfect for rental.

John R

VISUALS	SOUND	INTEGRITY	REPLAY
8	7	7	7

X-GAMES: PRO BOARDER



Publisher: Radical Entertainment

Developer: Radical Entertainment

Featured In: EGM FEB

X-Games has some good points, but overall I'm not sure if it's worth a purchase. Here's the breakdown: Since *ESPN* sponsors the actual *X-Games*, and *Radical* is making this game for them, the product has a certain authoritative air. **Fans of snowboarding and the whole *X-Games* thing will like how *Radical* has "kept it real" with all of the licenses and pro-boarders**. The game has a great authentic feel to it. In addition, the music rocks and fits the game perfectly, while the trick system is simple and fun to master. Unfortunately, these good points don't outweigh the bad. *Pro Boarder* has one too many strange graphic glitches. There's polygonal break-up in some of the events, a choppy frame rate in general and other problems that can best be described as jumpy polygons. In addition, the hit detection needs some work. At times, it'll pass a tree or some other obstacle that didn't seem close, yet it would make me fall. And what's the deal with the magnet legs and rails you can slide on? Play it and you'll see what I mean. Lastly, the two-player Mode could've been better. The trick courses are pretty decent two-player, but the downhill course is *hilarious*. *Over* and myself could hardly see where we were going half of the time. **Verdict on this one? Not first... then decide if it's your thing or not.**

Shawn

This hip game is all about style and attitude. In these regards, I'd give it a 9.0. But in the video game world, you need a bit more. **Unfortunately, *Pro Boarder's* simple game-play mechanics won't pull you away from any competing products**. I like the game's emphasis toward tricks rather than racing, but the basic control system (even in *Pro Mode*) simply don't provide any sort of challenge. Nice graphics though.

Dan

I have nothing against the way this game looks. In fact it's the best I've seen in its genre. **The trouble lies in the dummed-down gameplay**. Pulling off tricks is just a matter of holding down a few buttons at the right time. Setting the difficulty on *Pro* doesn't make it any better, just different. Furthermore the two-player Mode is impossible on many of the courses. I could see you jerks having fun with this but that's about it.

Dean

One of the first games in *Radical's* new crop of ESPN-licensed titles, *X-Games* certainly is ambitious, if not utterly brilliant. It stars real Mountain Dew-chugging *X-Games* athletes (if you care about that sort of thing) and packs a killer soundtrack with tunes from *Reid and the Foo Fighters*. Stunts are easy to pull off, even in *Pro Mode*. **Jump on the buttons and you'll do something crazy**. It might not be fun if you're very deep—gameplay.

Crispin

VISUALS	SOUND	INTEGRITY	REPLAY
7	7	5	6

Number Of Players: 1

Best Feature: Stealth Action

Worst Feature: Bad Camera

www.activision.com

Number Of Players: 1-2

Best Feature: Two-Player Game

Worst Feature: Unbalanced Characters

www.crystalall.com

Number Of Players: 1-2

Best Feature: ESPN License

Worst Feature: Klunky Graphics Engine

www.radicalgames.com



THE INTENSOR™ SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

PART ONE

Be warned: this is technology with a real "punch-you-in-the-gut-while-you're-not-looking" brand of sensitivity.

There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile

feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer.



Fig. 1. A breakdown of what you're up against

ITEM

- | | |
|----|------------------------------------|
| 1 | Left 2" Mid-Range Directional |
| 2 | Right 2" Mid-Range Directional |
| 3 | 5.25" Center Mid-Range |
| 4 | 5.25" Low Frequency Tactile Driver |
| 5 | High-Range Tweeter |
| 6 | Sound Volume |
| 7 | Tactile Intensity |
| 8 | Electronics Unit |
| 9 | Heavy-Duty Single Cord Connector |
| 10 | Optional Office Chair Base |
| 11 | Optional Subwoofer |
| 12 | Headphone Jack |

PART TWO

Remember, in this chair no one can hear you scream.

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really

loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.

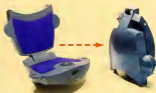


Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)

PART THREE

Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.

Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every

engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common.

DEFENSIVE PROCEDURES



Fig. 3a.
The Dodge



Fig. 3b.
The Weave



Fig. 3c.
The Duck

TACTILE SENSATION GRAPH

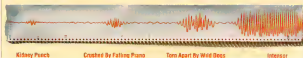


Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.



Fig. 5. Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.

PART FOUR

Any game. Any system. Any medium. After this, nothing will ever be the same.

From movies and CDs to all your favorite games, Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness.

And there's no going back. It's the gaming version of the thousand-yard stare. You'll recognize it in others who've "been there" Seek them out. Talk to them. This therapeutic approach can help preserve your sanity.



Fig. 6 Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)



In the event of nervous breakdown, seek help at www.intensor.com

Assuming you've read this carefully, proceed to your favorite gaming retailer.

Sensory
Gaming
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BSG

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Spyro the Dragon

Spyro's main gameplay element is finding all of the treasure in the game. Think of Spyro as a massive scavenger hunt. There are gems, eggs, and dragons to find. If you manage to get them all, an extra level will open to you.

When you've finished about the levels that are scattered about the levels you will want to know how to attack them. The larger enemies must be flamed. If you try to run them, you merely bounce off and get whacked. The smaller enemies can be flamed as well, but if you see any armor on them, try ramming instead.

The bosses of each level are simple to kill. These hits are all that it takes, with the last boss requiring only two! A good player shouldn't have any problems with them.

Spyro is a lot of fun. With a little patience and a lot of looking, you should be able to find all of the treasures this game has to offer.



Finding Gems

Laying About:
Many gems are just laying around. You have to search through the ones close to you.

In the Chests:
There are many types of chests, hidden inside them are gems of varying values.

On the Enemy:
If you've managed some gems in a level, the odds are that you haven't killed all of

Special Chest Types

Silver Chest

This chest needs some ramming to get the gems inside of it.

Jewel Chest

Item of breath fire on this chest, then jump up to collect the gem.

Locked Chest

You'll need to find a key to open up this beautiful chest.

Invincible Chest

You'll need to find a level-specific way to open this kind.



2

Level Tips

Technique Through Speed: The arm-mounted sections of the level will speed you up. This will allow you to jump through tremendous distances or break through high impenetrable doors. Remember, you can jump. Your ability to jump once you're on a ledge is one of the best. You will have to launch yourself off and slide to a hidden platform, if you see a appear so early, there is secret to find.

Minion Minion Good: A simple boss from a fairy will warn you up, but only does this until the add-on dragon, but if this gives you a powerful twisted flame. This power is powerful, but it's not as healthy as a healthy flame. It's possible to get a level's boss, it's possible to get a level's boss.

Flying Level Fun: The early flying levels are really easy. Simply follow the arrows and you should be able to find the gems. If you're in a level, in order to get away from the level, you must pick up something in one pass. The last levels get pretty tough, you will have to back out a pattern to find the best items. You will have to go after the items in a strange pattern. When going after the items, fly head-first toward them.

Leaving the Level: The balloon guy can take you to another world, but you'll have to earn his coin first. Each world has a tougher objective. These will range from the same number of items collected to this saved dragon you have found.

Requirements:

Artisan: Save 5 Dragons
Peacekeeper: Find 1000 Gems
Fire Master: Find 1000 Gems
Blaze Master: Save 100 Dragons
Dragon Weaver: Find 10000 Gems



Strategies To Get You Started On The Hottest Games

JUMP START

See Expert Gamer

Issue

#52 for

the complete walk-through!

EXPERT GAMER



Secret in the Adversary World:

There is a difficult flying level hidden within the water of the Adversary World. It's the key to opening it lies within a dragon you will talk to later on. If you can't talk to later on, you will be able to open the level.

World 2: The Peacekeepers

Ice Caverns



Using the Cannon: If you're unable to explore this level completely, you probably haven't tried firing any of the cannons. Make useful to the one right by the entrance on the right. The one on the left is a decoy. Use the one on the right to shoot the wick. This will make a platform that you can jump on to get across the pit.

of purple-colored stuff.
You can also use the cannons to blow up the two movable chests that are on the little islands of sand. The best way to explore this level is with the puffy-looking sticks. These are the guys who roam the gars.

Where Are They Hiding? If you are missing some garts and you've been everywhere, the carts are that you haven't looked at or the keyholes. If you see a cart, you should look at it with your wick. Blow down this wick with your breath to reveal these garts. Just what are those guys doing inside?

Stopping the Thief

The best way to catch him. The thief is always a little slow when running around corners. This is the best time to catch him. If you hug the inside of his turn, you can often catch him with a blast of fire. There are a total of 12 eggs that the thieves have captured. Thieves may also hold eggs as well.



There are 12 egg thieves in all. You must catch them.

Where he's at:

1. Stone Hill
2. Town Square
3. Peacekeepers (Home)
4. Dry Canyon
5. Cliff Town
6. Magic Carters (Home) X2
7. Aloose Ridge
8. High Caves X2
9. Wizard Peak X2

Secret Level

Opening It Up: In the last world, there will be a dragon head that will not open up. The key to getting to the level hidden in it is jumping on the red and yellow pillars. Dragon and egg. You must have everything, or else it will remain shut.

Know the Pattern: The trick to this level is that you can fly like any other flying level. However, you can only go as high as you can jump. In order to fly higher, you must jump from a higher place. There are two thieves on the ground and two in the air. Once you can fly anywhere, fight the thief on the ground. The thief on the ground is the one that has the key. The thief on the air has the key. A load of booty that Gears stole.



Catch the thieves and retrieve the keys.

Catch the thieves flying the airplanes for more keys.



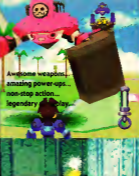
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the new
3-D graphics,
deadly weapons
and
non-stop action.
(Unless, of
course, you're
a boss).



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Awesome weapons...
amazing power-ups...
non-stop action...
legendary replay.



Danger lurks around every corner and from every direction in an action packed 3-D world.



Don't lose hope...
Keep hope alive for the Mother Lode.
All in a day's work for Mega Man!



Get personal with an onslaught
of scarily huge enemy bosses!



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"Hey, MegaMan. Come to check up on me, eh?"

Rely on your allies...
diabolical forces can only
be stopped with the
help of those you trust.

MEGAMAN GENDS™



Official sequel of CAPCOM

Street Fighter Alpha 3

Street Fighter Alpha 3 is the offshoot of Street Fighter games. It has all of the characters from both of the previous Alpha games. Along with a new group of fighters, Alpha 3 offers three entirely different modes of play each with separate advantages and disadvantages (see callout below).

As for the characters, the old ones have not changed much. Of course they have a new move here and there, and some moves are less or more powerful than they used to be. Very welcome characters are old-school favorites Honda, Blanka, Vega and Balrog. They all play exactly the same as you remember them, have a little extra moves and do well against the roster of tried-and-true Alpha contestants. Another cool addition to

the lineup is the last remaining character from Final Fight who has not appeared in a Capcom fighting game: Cody (for you history buffs out there, Haggler the huge brawler was in Saturday Night Slam Masters, a wrestling/fighting game from a few years back). As stated in previous previews, Cody is in prison.

As for killing one of his old enemies and was jailed. Unfortunately, he do don't seem to be a very powerful character.

This guide will help you get started, but look to XG for more in-depth strategies.



Overall Strategies

air and then get in a few more hits by using more attacks. SFA3 is not quite as loose as SF2 and Impact though.

Guard Meter: When you block an attack, this continuously drains. Should it be completely depleted, you'll become stunned for a moment and will be left open to attack. Every time you empty the meter, it shrinks slightly and you're easier to stun.

Major Counters: This was an ability formerly available only to Gen. If you manage to hit your opponent while he or she is in the midst of performing an attack, there will be a loud snick sound and your hit will cause more damage. This even applies to projectiles and taunt!

Juggling: SFA3 has a much more extensive juggling system that lets you hit an opponent into the

1



Secret and Boss Characters:

As of press time, we are just seeing the special characters SFA3 has to offer. Besides Balrog and Vega, there are three unknown characters as well, two of which are one character a la Jim and Jun in SF2.

By Mark Hehn

Old Characters

2

These characters have been in the previous Street Fighter Alpha titles. They are all essentially the same with a few differences, which will be listed here.



Akuma: Usually the most powerful character in any SF game, Akuma has been toned down more and more in each SF game. In this game, he hasn't gained much, but he hasn't really lost the power he retained in Alpha 2.

Bliz: Always the constant character, Bliz has a couple new bits up his sleeve. He definitely wins the prize for best overall animation addition. As far as moves go, his Bull Horn can be charged an awesome 37+ seconds for a huge hit. He has a new overhead attack, and he is a little stronger than he was in Alpha 3.

Bison: What do you do to improve the long running leader of the Street Fighter series? Partially, you split his different personalities. XG will be the Psycho Crusher Bison. A and V will play you the fireball Bison from the last Alpha game. Other than that, he doesn't really have any new moves.

Charlie: This guy's exactly the same as he was in the last Alpha.

Chun-Li: This is the same fireball-loving Chun-Li we've seen in recent SF games. She also has a couple new strange moves including a new overhead.

Dan: This job of a character is the same, except that there is a possibility he may flash while while performing as SC. If he does, his attack becomes unblockable. His "advancing guard" has also been improved, but it's done by trapping all three punches.

Dhalsim: Same as he always was, except for a new super: two fireball motions and press Punch.

Gen: He continues to be one of the strangest and most strategic of all the contestants. Using Gen in X-am combats both of his styles and the others break him in half.

Guy: This guy's exactly the same. You can still use his backward fireball punch move to evade projectiles during the animation of Guy limiting around.



Strategies To Get You Started On The Hottest Games

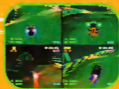
JUMP START

See future issues of XG for the complete strategy guide!



live fast. die faster.

Extreme-G 2. Feed the speed freak within. Faster than the original. And ten times more deadly. Over 36 new twisting tracks. An expanded arsenal of vicious weapons. 12 all-new homicidal bikes for the surreal ride of your life. And 2-4 player multiplayer madness. This is pure unadulterated velocity. One false turn and you're toast.



Acclaim
www.acclaim.net

NINTENDO 64



Resident Evil 2: Dual Shock ver.

PLAY CHRIS REDFIELD AND ADA



To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then, you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available.

Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!



Beat Extreme Battle on Level 1 to get access to Ada.



You can now "Customize" Ada on the Player Select Screen.



Complete Level 2 of Extreme Battle to get Chris Redfield.



Use your old saved Chris Redfield at the Player Select Screen.

World Cup 98

HIDDEN TEAM



Type BuryFC as a name of any player. The names of the England team then become Creations football team and development team for World Cup.



From the Team Select, access the Team Management option.



On this screen, choose the "Customize Player" option.



Enter your player name as BuryFC for the new team!

Mortal Kombat 4

HIDDEN CHEATS MODE

From the Main Menu, choose Arcade and 1-on-1 Kombat. Begin a game with two players. Have both player one and two choose any character. At the Versus Screen, enter this Kombat Code: 302-213. After you begin your match, press Start to pause and choose "Quit." Back at the Main Menu, go into the Options Screen. Now highlight the "Vs. Screen Enabled" Option and hold Block+Run simultaneously for about 10 seconds or more.

Eventually, you will hear a voice and the "Cheats" Menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press Down+High Punch at the same time. Your character will then do the fatality that was turned on in the Cheats Menu.

Israel Pence
Sheboygan, Wis.



Pocket Fighter

PLAY AS AKUMA AND DAN

These characters are very simple to get, but just in case you haven't found them yet, go to the Player Select Screen and move Left of Ryu to find Akuma and move Right of Ken to find Dan.



On the Player Select Screen, highlight next to Ryu or Ken.

Madden NFL 99

CHEAT CODES

At the Main Menu Screen, move down, highlight and access the "Code Entry" option. On the Code Entry Screen, press X on New Code and enter any of these codes for the results shown:



All-Time Greats
THROW-
BACK - 75th anniversary
Tiga.

New Teams

BEASTNFC - All Stars NFC
AFCBEST - All Stars AFC
BOOM - Madden 98 Team
IMTHEMAN - Stats leaders
PEACELOVE - All '60s team
BELLBOTTOMS - All '70s team
HEREANDNOW - All '90s team
TURKEYLEG - Madden

Secret Stadiums

EA STADIUM - EA Sports
DUGPOUND99 - Cleveland
THEHOGS - RFL Stadium

Washington, D.C.
NOTAFISH - Old Miami
SOMBRERO - Old Tampa
FOR RENT - Astrodome
OURHOUSE - Tiburon
STICKEM - Original Oakland



On the Code Entry Screen, put in one of the codes as shown.



On Game Setup, you'll see the new teams you entered.



On the Stadium Select Screen, you'll see the new stadium!



Kobe Bryant in NBA Courtside

BIG HEAD CODE

The code will give all of the players on the court big heads! To do this, press Start to pause in the middle of any game. Using the directional pad and the buttons, press Right, Right, Left, R, Z, Start, A, Start, A, Start and Z. Now press Start to resume your game and everyone on the court will now have huge heads!



Press Start to pause and enter the code. Then unpause it.



All of the players on the court will now have huge heads!

Turbo Prop Racing

ALL BOATS, COURSES, ETC.



Put in any of these codes at the one-player "Name Selection" Screen. You will hear a horn if they were entered correctly. Note: `_` is

To view all of the full-motion video sequences enter: `_str`. To unlock all of the Day courses enter: `_day`.



Put in any of the codes shown at the Name Selection Screen,

To make all the boats look and sound like ducks, enter `_gdk`.

a space that goes before some of the codes. To unlock all of the boats enter: `_boa`.

2 To unlock all of the Night courses enter: `_nit`. To unlock all Mirror courses enter: `_rim`. 3 All boats are now ducks enter: `_gdk`. To get access to the hurricane boat enter: `_hur`. To unlock all of the Fractal tracks enter: `_frac`. To always finish in first place enter: `_win`.



Enter `_alt` to have access to all of the Night courses!

GameShark Codes

FOR PLAYSTATION AND N64

PlayStation Codes:

BATMAN & ROBIN

Extra Health
8009df640000
8009df680000
8009df6c0000
800d07180064
Infinite Power
800f5c0a168

N2O

Infinite Lives P1
8011b35e0023
Infinite Lives P2
8011b36c0023

NBA SHOOT OUT '98

Infinite Creation Points
8015b8bb2000
8010577a0064

NCAA FOOTBALL '99

Away Team Score 0
80084f340000
Away Team Score 99
80084f340063
Home Team Score 0
80082d040000
Home Team Score 99
80082d040063
Home Always Score 10 pts.
Except Safety
d007e99e0000
800c4a880004
d007e99e0000
800c4a882442
d007e99e0001
800c4a881021
d007e99e0001
800c4a880043
Creation Points
d00000140000
800d970e2400
d00000140000
800d970e2400
d00000140000
800d970e2400

VR BASEBALL '99

Away Team Scores 0
8007990c0000
Away Team Scores 50
8007990c0032
Home Team Scores 0
800799080000
Home Team Scores 50
800799080032

WARGAMES

infinite Time
800397802f00
infinite Ammo
800efae00064
800efb9c0064
800efc4c0064
800efb3c0064
WARGAMES
infinite Armor
800ef9d41400
infinite Armor

800efb341400
800efbe41400
800efa841400
All Levels (NORAD)
800aa8140021
800aa8160021
800aa8180021
800aa81a0021
800aa81c0021
800aa81e0021
800aa8200021
All Levels (WOPR)
800aa8440021
800aa8460021
800aa8480021
800aa84a0021
800aa84c0021
800aa84e0021
800aa8500021

WWF WAR ZONE

P1 Invulnerable
800d69340000
800d69880000
800d699a0000
800d6c740060
P2 Invulnerable
800f69580000
800f69a00000
800f69de0000
800f6c980000
Extra Characters
8007a0103fff
8007a0f21000
8007a0f43fff
8007a0f62000
Creation Points
800b64f40000

Nintendo 64 Codes:

BANJO-KAZOOIE

Must Be On For Codes To Work
d00004000000
8124c9d81700
812876a41700
812d3d001300
infinite Lives
80385f880009
infinite Red Feathers
80385f6f0063
infinite Gold Feathers
80385f730063
infinite Air
81385f8e0e10
infinite Eggs
80385f670063
Extra Jiggies
80385f5c0063

FORSAKEN

infinite Lives
8004013c0005
infinite Shields
d054e5020011
8114e5001000

MK4

Play As Goro P1
800ef293000f
Play As Noob Saibot P1
800ef2930011

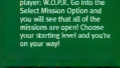
WarGame: Defcon 1

ALL ONE-PLAYER W.O.P.R. LEVELS



From the Title Screen, access the Options. Now go to the "Choose Game Type" Option. Select the Two-player: W.O.P.R. Co-op. Now go to the Select Mission Option.

Highlight and choose Level 2. Now enter this button sequence: Circle, X, Circle, Circle, X, Circle, X, X, Circle. Now go back to the Main Menu, go into Options again and access "Choose Game Type." Now choose One-player: W.O.P.R. Go into the Select Mission option and you will see that all of the missions are open! Choose your starting level and you're on your way!



Choose the two-player W.O.P.R. Co-op from this Selection Screen.



Choose Level 2 and enter the button sequence as shown above.

In the Select Mission option all the W.O.P.R. levels will be open!

F-1 World Grand Prix

HIDDEN RACERS AND BONUS TRACK



After pressing Start at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad or the analog stick until you reach Driver Williams. Press button A and choose the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, Chrome. When you are finished, exit all the way back to the Title Screen. Now enter the Drivers Option again and scroll until you see a new character called Silver Driver. This driver is last on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name with the word, Pyrite. If you want to drive on the hidden Bonus Track, do the exact same code again, but this time replace the last name with the word, Vacation. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!



Go to the Main Menu Screen and choose "Exhibition."



On Driver Williams, choose the "Edit Name" option.



Change the last name Williams to the name Chrome.



Scroll through the drivers until you reach Silver Driver!

GameShark Codes Cont.

MYSTICAL NINJA

Infinite Health
8015c5e70028
Infinite Lives
8015c5e60009
MYSTICAL NINJA
Infinite Ryo (Money)
815c5e0270f

OFF ROAD CHALLENGE

Max. Nitros
8012c09b000a
Max. Speed
8012c0a3000a
Max. Tires
8012c0ab000a

WAR GOOD

Cheat Menu
803365930001

WWF WAR ZONE

Extra Characters
815384881000
8153848a07ff
8153848c2000
8153848e3fff
Infinite Creation Points
801362450000

NFL GameDay 99

EASTER EGGS



From the Main Menu Screen, highlight and access the Options. On the Options Menu, highlight and access the Easter Eggs option. Now choose to add and put in any of the codes as shown:

CREDITS - Shows game's credits

EVEN TEAMS - Both teams are evenly matched.

BIG BALLS - Huge football

HAMSTRUNG - Blow a hamstring after using speed burst.

WEAK - Bad coverage

BLINDERS - No penalties

BIG HITS - Harder tackles

STEEL LEG - Kick longer field goals

STICKEM - Tighter coverage

ITS IN THE FPS - Frame-rate changes

PRIME TIME - More celebrations

TELE TUMMY - Have TV on players' chest

DAVIS - Better running

ROCKET MAN - Longer dives

BOBO - Players' last names are all Bobo.

PRESIDENTS - Players' last names are all ex-presidents.

EURO LEAGUE - Players' last names are all European.

SPORTS - Players' last names

are all 999 Sports personnel. **RED ZONE** - Players' last names are all Red Zone personnel.

HOOPS - Players' last names

are all basketball players.

FLEA CIRCUS - Tiny players

GRUDGE MATCH - Different-colored field and no goal posts

PLAYING CARDS - Flat 2D

players like cards

FLAT LAND - Flat players

BUNYON - Short, stocky

players

POP WARNER - Skinny, kidlike

players

SLIDESHOW - After the game,

see all the cheerleaders.

HOT SHOT - Faster passes

GO CHALLENGE - Harder CPU

GPU SCORES - Better CPU

offense

CPU STUFFS - Better CPU

defense

MIND READER - CPU knows

what formations to use on

your play

COFFEE BREAK - Faster game

speed

SWIMMERS - Better swim

move

PUPPETS - Players have

strings attached to them.

STAMINA - No fatigue



On the Game Options Screen, access the Easter Eggs option.



On the Easter Eggs screen, add one of the code entries.



You'll see the results of your Easter Egg codes in the game!

CART World Series

SPECIAL PASSWORD CHEATS



These cheats will get you some special-looking tracks and strange options for your car.

On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move Left until you see "Create Driver." Now enter one of the passwords as shown to get the following results:

NIGHTRID - Drive at night

SPACERID - Iron-like tracks

IEK - You will race two laps

in Season Mode.

WHEELS - There will be no body on your car.

FLOAT - Tracks will have half

the normal gravity (you will have

less traction than normal races).

RADBREAD - Tracks have more

gravity than normal.

BANZAI - You won't collide with

any other cars.

NFL Quarterback Club '98



SECRET TEAMS, MANY CHEAT CODES

Secret Teams:

At the Main Menu Screen, move to the Enter Cheat Option. Inside the Cheat Screen, enter any one of these codes for various results:

Fumble Mode: GTNHND5—Players constantly fumble the ball.

Slippery Play: SPRSLYD—Players slip all over the field.

Sticky Hands: STYCKYHND5—Players will always catch the ball.

Unlimited Downs: DWNDRV—Enables an unlimited number of downs.

Extra Fast Players: MCHLINSN—Gives a speed boost for players.

Small, Wide Players: JPN5MWR—All players are short and fat.

Many Cheat Codes:

On the Main Menu, access the Enter Cheat Option. Now enter any of these codes for various results:

8DWNDRV - Player gets eight downs.

RNLD5WZNGR - Strength attribute for all players is at maximum.

BRD5WYNMTH - Pass accuracy is set to maximum for all QBs.

NHL Breakaway '98



MANY CHEATS AND SECRETS

Cheat Menu - At the Main Menu Screen, press Left-C, Right-C, Left-C, Right-C, R button, R button. The Cheat Menu will appear as a new option on the bottom of the screen.

Perfect Player - At the Create Player Screen, enter your player's name as Jim Jung. After you enter that name, all of his stats will be maxed out!

Player Inspection - At the Create Player Screen, press any of the C buttons to rotate your player in any direction.

Bonus Points - At the Season Mode Main Menu Screen, enter this code for extra bonus points:

Left-C, Left-C, Right-C, Right-C, Left-C, Left-C, Right-C, Right-C, R button.

Pull Computer's Goalie - After beginning your game, press Start to pause and then go into the Game Options setting. Now go to the Controller Setup and move your controller to the other team's side. Now go into the Team Options and then choose the Pull Goalie option. Now go back into the Game Options again and into the Controller Setup Screen, move back to your original team. Now the computer's goalie will be out of your way!



At the Main Menu Screen, enter the Cheat Menu code.



A ton of new tricks will appear on the "Cheats" Menu!

NCAA Football '98



MANY COOL CODES

Here are some awesome codes for NCAA Football '98. At the User Records Screen, enter one of these names to release a cheat for either a new team or cool codes. Check out these tricks:

Football cheats

ELECTRICH: Electric football

SEE FMV: Enables

the FMV Menu

WHOLE POLL: See 112

teams in the poll

GB SPEED: Fast Players

COOLSITE: Show all

stadiums

EASPORTS: EA sports team

TIBURON: Tiburon team

SHORT QUART: 15-second quarters

Historic teams

JEXLAD: '73 Alabama

WHVCR: '89 Alabama

ZDDHOT: '92 Alabama

CEVHETS: '89 Colorado

VEWOJ: '96 Florida



On the User Records Screen, enter one of these cheats!

MYLQLOH: '93 Florida State

RCORRE: '96 Florida State

ZOWS: '82 Georgia

EIWQQH: '83 Miami

WREHSTAEH: '86 Miami

WEVKIM: '87 Miami

WMIX: '89 Miami

WYGGKEP: '91 Miami

WEINVND0: '92 Miami

ANOYSAL: '94 Miami

BSEPMAL: '65 Michigan State

KCDRE: '91 Michigan

IGSI: '83 Nebraska

EGAXRIM: '91 Nebraska

Hot Shots Golf



INCREDIBLE CODE

To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller 2 and hold the Lz+Lz+Rz+Rz buttons simultaneously, before the Title Screen appears. While holding these, go to the Title Screen and immediately after the flash happens, press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen you will see that all the courses are now available!

MEDIEVIL™

SWEEPSTAKES

Grand Prize: (One Winner)
A weekend of creepy tours in New Orleans, including a Voodoo cemetery, haunted history and a vampire tour!

First Prize: (One Winner)
A PlayStation game console & copy of MediEvil

Second Prize: (Two Winners)
A copy of MediEvil & a PlayStation T-shirt



Puzzle Key: Use the following key to find the proper letters for the Mystery Phrase below.

Mardi Gras Location:
 (Final destination for the winner)

--- 6 14 ---

Resting Place for the Dead:
 (Sir Dan's Home, Well it was until Zarak meddled with things)

--- 6 --- 7

Something Carved for Halloween:
 (Add some testicles and it is one of Sir Dan's foies)

--- 7 --- 17 ---

It's Afraid of Garlic, Crosses & Sunlight:
 (You had better steer clear of this on your trip to New Orleans)

--- 8 --- 4 ---

Favorite Chicken Piece:
 (If he's in a bind, Sir Dan might use this as a weapon)

--- 12 ---

King Arthur's Court Members:
 (i.k.a. Sir Dan's "official" title)

--- 10 3 ---

Partner in Crime to Thunder Bolt:
 (While this may scare some, Sir Dan is impervious)

--- 6 --- 16 --- 2 ---

Color of the Sun:
 (Most definitely NOT the color of Sir Dan)

--- 13 --- 11 ---

A Very Long Trip:
 (Story behind Sir Dan's life)

--- 16 --- 15 ---

Mystery Phrase:

1 16 7 5 14 2 6 12 15 4 18 10 3 9 17 11 8 13

Write your answer on a 3"x5" card and send to: MediEvil/EGM Mystery Phrase Contest, c/o Linzee International, 1306 Old County Road, Belmont, CA 94002

MediEvil/EGM "Mystery Phrase" Contest 1. No Purchase Necessary. To enter, complete the crossword puzzle to reveal the "mystery phrase" and send it to the address listed. All answers must be correct in order to be valid. Entries must be received no later than Dec. 15, 1999. Only one entry per person. Duplicate entries will be disqualified. Sony Computer Entertainment America (the "Sponsor") is not responsible for lost, late, mislabeled, illegible, incomplete or misdirected entries. 2. Prizes: One (1) Grand Prize winner will win a trip to New Orleans, which includes round trip coach class air fare for two from the closest major airport to the winner's home, double occupancy hotel accommodations for 3 nights, \$100 spending money and a one-year subscription to EGM magazine (a r.v. of \$1,100.00-1,800.00, range depends on point of departure). Saturday night stay-over is required. All travel details will be at SCEA's discretion and the trip must be completed within one year of notification. Prize will be forfeited if winner is unable to travel during designated period. Winner and guest are responsible for all meals, gratuities, and any other expenses not specified herein. Two (2) First Prize winners will receive a PlayStation game console, MediEvil game, and a one-year subscription to EGM magazine (a r.v. of \$200.00). Seven (7) Second Prize winners will each receive a PlayStation-branded T-shirt, MediEvil game, and a one (1) year subscription to EGM magazine (a r.v. of \$80.00). Sponsor reserves the right to substitute prize of equal value if prize is unavailable. Prizes are non-transferable and no substitutions allowed. Prizes allow 6-10 weeks for delivery of prize and/or travel documentation. 3. Winners: Winners will be determined by a single random drawing of all valid entries received by Sponsor whose deadlines are final. Drawing will be held on or about Jan. 10, 1999. Winners shall be notified by mail and/or telephone. 4. Odds of Winning Sweepstakes: The odds of winning depend on number of valid entries received. 5. Eligibility: Promotion open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 7 days of receipt or forfeit prize. If the winner is a minor, then prize will be awarded to winner's parent or legal guardian. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and its parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, losses, or expenses that winners might incur as a result of this sweepstakes or receipt of prize. 6. Winners List: To obtain list of winners, send a SASE to: MediEvil/EGM "Mystery Phrase" Contest: Winners List, c/o Linzee International, 1306 Old County Road, Belmont, CA 94002. Requests for winners list must be received by January 15, 1999. Please allow four (4) weeks for delivery of winners list. 7. Restrictions: Void where prohibited or restricted by law. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

Trickman's Reference Guide



This guide is a reference to all the game codes printed within the last six months of EGM. Note: This does not include GameShark codes or any other codes that use a peripheral attachment. Look for the update in next month's Tricks of the Trade.

Issue #106		Issue #107		Issue #108	
Best Wars ps	Speed Racer ps	007 Snowboarding sat	Triple Play 93 ps	007 Snowboarding NS4	Star Wars: Jedi NS4
Blondie Rider sat		Auto Destruct ps		Auto Destruct PS	Steel Reign PS
Bus-A-Move 3 sat		Duke Nukem 3D sat		Clash PS	Theme Hospital PS
Critical Depth ps		Exc: Enter the Gecko ps		Kobe Bryant in NBA Courtside NS4	X-Men Vs. Street Fighters PS
Extreme-G sat		GoldenEye 007 sat		Loke Runner PS	
Exc: Enter the Gecko ps		Primal 3D sat		Need for Speed II: Hot Pursuit PS	
Ghost in the Shell ps		Boiker 64 sat		Boiker SAT	
GoldenEye 007 sat		Skullmonkeys ps		Plural PS	
NASCAR 98 ps		Snowboard Kids ps		Reboot PS	
Skullmonkeys ps		Spawn ps		San Francisco Rush PS	
Issue #109		Issue #110		Issue #111	
Aerobunge NS4	All-Star Baseball '93 NS4	All-Star Baseball '93 NS4	NFL	All-Star Baseball '93 NS4	NFL
Bus-A-Move 2: Arcade Edition NS4	Hot Shots Golf PS	Hot Shots Golf PS		Barry-Kazdin NS4	NFL Extreme NS4
Overtrip Demons PS	Jersey Devil PS	Jersey Devil PS		Bus-A-Move NS4	Off Road Challenge NS4
Mortal Kombat 4 NS4	Mortal Kombat 4 PS	Mortal Kombat 4 PS		F-Zero X NS4	Empire: World Tour NS4
Need for Speed III PS	N20 PS	N20 PS		G-Barik PS	Temblor PS
NHL: Breakaway '98 NS4	Prancer Dragon Sage SAT	Prancer Dragon Sage SAT		Game Boy Camera GB	V8 Baseball '95 PS
Tennis Area PS	Road Rash 3D PS	Road Rash 3D PS		Mike Piazza's Strike Zone NS4	WWF War Zone PS
	Vigilante 2 PS	Vigilante 2 PS		Mission Impossible NS4	
	X-Men Vs. Street Fighter PS	X-Men Vs. Street Fighter PS		Mortal Kombat 4 NS4	

NFL Blitz

BLITZ CHEATS



These codes worked on the arcade, and now they also work for the PlayStation version! Enter the following codes during the VS. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code.

For No CPU Assist press: Jump (X), Pass (2X) and pad Down. (Note: Only works in Two-player Mode.)

To Show More Field press: Jump (2X), Pass (1X) and pad Right.

For Fog On press: Jump (3X) and pad Down.

For Fast Turbo Running press: Jump (3X), Pass (2X) and pad Left.

For Huge Head press: Jump (4X) and pad Up.

For Thick Fog press: Jump (4X), Pass (3X) and pad Down.

For Super Blazing press: Jump (4X), Pass (5X) and pad Up.

For Big Ball press: Jump (5X) and pad Right.

To Hide Receiver Name press: Turbo (1X), Pass (2X) and

pad Right.
For Tournament Mode press: Turbo (1X), Jump (1X), Pass (1X) and pad Down.

For Random Play Choice press: Turbo (1X), Jump (1X), Pass (5X) and pad Left.

For Super Field Goals press: Turbo (1X), Jump (2X), Pass (5X) and pad Left.

For Big Players press: Turbo (5X), Jump (4X), Pass (1X) and pad Right.

(Note: These tricks work on a reproduction version of the game and are subject to change.)

Kobe Bryant in NBA Courtside



SECRET TEAMS

This is an easy trick, but it will reveal three hidden teams not normally found in the game. While you're at the Main Menu Screen, highlight Pre-Season and hold the L button. While holding it, press the A button. At the Preseason Matchup Screen, scroll to the right until you reach the symbols of three new teams. They are the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.



From the Main Menu Screen, select "Arcade Play."



Enter the codes at the VS. Screen with the two helmets.



One of the codes will give your player a huge head!



Another code will make your team larger than opponents.

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TRIVIA CONTEST RULES: 1. Entry: To enter, correctly answer six consecutive trivia questions and leave your name, address and phone number as instructed. Winners will be determined by judges whose decisions are final. One winner per household per month. 2R-Dave assumes no responsibility for unauthorized, incorrect or misdirected responses. 2. Prizes: Winners will receive one (1) of the following at 2R-Dave's sole discretion: Remote Wizard, Boomerang64, Reality Vest, X-Wire Wireless Controller. Prizes have an approximate retail value of at least \$25.00. All prizes winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of 2R-Dave should the featured prize(s) become unavailable. 3. Eligibility: Contest open to residents of United States and Canada. Void in Maryland. Non-compliance with the time parameters contained herein or return of any prize/prizes notification will result in disqualification. Winners or their legal guardians shall return a signed affidavit of eligibility/acceptance within 5 days of receipt of trophy/prize. Employees of 2D Inc., NUBY HOLDINGS CORPORATION and their respective affiliates are not eligible. Neither 2D Inc., NUBY nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, losses or expenses resulting from this contest. 4. Winner's acknowledgment: By accepting prize, winner agrees that all prizes are awarded on the condition that 2D Inc., its agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prize. 4. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Prize List Line Trivia Contest", 1925 Highland Avenue, Suite 222, Lombard, Illinois 60148. Allow 3-4 weeks for delivery. 5. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

TOCA: Touring Car Championship

MANY CHEATS



Enter these names when you are naming your driver, then the game will announce, "Cheat Mode enabled" then you enter your name as normal.

- JHAMMO - To access more tracks
- CMLOCK - To lock tracks back up
- PWSCREENM - To obtain TOCA Showdown, mirrored championship
- CMNOHITS - Disable collision detection
- CMSTARS - Staring Sky Mode
- CMTOON - Cartoon background
- CMDISCO - Volcanic track
- CMCOPTER - Helicopter view
- CMGARAGE - Bonus tank
- CMCHUN - Go-kart Mode
- CMLOGRAY - Low gravity
- CMRAINUP - Reverse falling rain
- XBOOSTIME - Fast Mode, all cars driving faster
- CMMICRO - Micro Machines Mode
- CMDISCO - Gives multicolored fog

Enter these names when you are naming your driver, then the game will announce, "Cheat Mode enabled" then you enter your name as normal.

NFL Xtreme



PLAYER ALTERATIONS

From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "Create Free Agent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:

- GEORGE GIRAFFE - The quarterback has a neck like a giraffe.
- LAMEBOY LERNY -

All players walk around like they are lame.

BIGHEAD BOBBY - All players have huge heads.

MONKEY MICKY - All players have huge arms.

TINY TOM - All players are tiny. You don't have to sign them on a team. Just leave them in the free-agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!



On the "Enter Name" Screen, put in one of the codes.



Entering CMGARAGE will get you access to this tank!



You can even view the action from a helicopter perspective.

Elemental Gearbolt Contest

Grand Prize (1): \$10,000

First Prizes (3):

Elemental Gearbolt™ Assassin Case with Gold GunCon®

Runner-up Prizes (10):

One-Year Subscription to EGM

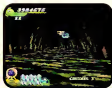
Entry Deadline: Jan. 15, 1999

To Enter: Send a legible photograph or a videotape showing the final Status Summary Screen from the Single-player Normal Mode of the PlayStation®2 game Elemental Gearbolt, along with a 3x5 card or paper containing your name, address, age and phone number to: Elemental Gearbolt™ Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001.

For a complete list of rules, prizes, eligibility, and restrictions send a self-addressed stamped envelope to Elemental Gearbolt™ Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001, or go to www.workingdesigns.com or the World Wide Web.



Chalice 5 - 1 is located toward the lower-middle of the tree. You'll want to use the regular fire weapon to get it.



Chalice 5 - 2 is in the middle of the pole that is directly behind the crab-like monster as you're going up the tunnel. You'll want to use the water weapon to get it.

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It's All You Need to Know



Get Some!

Cool stuff you could probably live without, but shouldn't

Getting STARTED with 3D



By Steve Axford and John Collins

3D Made Easy

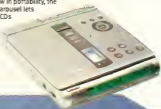
Getting Started with 3D: A Designer's Guide to 3D Graphics and Illustration is a must-have book for anyone who is interested in the creation of 3D scenes and graphics. This book is loaded with tons of USA Today-style info graphics and 3D illustrations which turn the techno-babble world of 3D art into a fun place to explore. While not a strict how-to guide, the book does present a slew of tricks and tips to use with the 3D program of your choice.

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If you have been drooling at the mouth for a DVD player, Sony has a couple of hot systems designed to make you part with your cash faster than Sega comes out with new video game systems! Sony's DVD Discman (right) allows you to take movies and music wherever you go. Spin a few tunes while you lay on the beach, then bring it home and patch it into your TV for all your movie-watching needs. While the DVD Discman is the cat's meow in portability, the C600D is king of the hill at home. Its five-disc carousel lets you load up for the ultimate mix of both music CDs and movie DVDs. This great player features dual lasers, one for audio CDs and one for DVDs to ensure the ultimate playback quality for each format.

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Phone (800) 222-7669



Wookiee Here!

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- What structure's covering space stands out in the Conquistador skyline?
- What Episode I star turned "sweet nothin'" on June 9, 1997?
- What Poly Pixton star landed a negative role in Episode I?
- What Episode I role was finally cast after casting director Robert Gussard looked at 3,000 actors?
- Who starred in the movie Training Spotting and the Shalane Grice before landing an Episode I role?
- What role does Kenny Baker play for the fourth time in Episode I? *



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If you have seen the Star Wars movies enough to act them out in public—and chances are you can if you are reading this—Star Wars Trivial Pursuit is for you. Finally an arena to truly impress (or horrify) friends and family with your knowledge of the Star Wars Universe! This set includes more than 2,400 questions complete with loads of stills from the movies and an RaDa dice device. Instead of the classic pie holders from the classic Trivial Pursuit of the 1980s, your token choices are Darth Vader, Luke, Han and Leia. Answer questions correctly and collect "pie" pieces which fit into the base of the characters. As a bonus, there is even a special set of questions based on the forthcoming Episode One! Sorry, no new secrets are revealed but it's a nice touch.

*For the answers to the Episode One questions, please turn to page 275

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Monopoly Madness

We wanted to put Star Wars Monopoly in this space but EGM Editor in Chief, John Davison, threatened to stick a lightsaber where the Tatooine suns don't shine if we didn't give it a rest. ... No worries guvna, as Parker Brothers also offers ultra-cool collector's sets based on NASCAR and NFL Football. Instead of property, you buy racing and NFL teams. Although both are cool, NFL Monopoly carries the theme better as you build stadiums instead of hotels and roll football-shaped dice. End the griping about who gets to be the dog or the top hat forever because both sets have lots of cool pewter game tokens to choose from.

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Play Crash In A New Way

There's something about most video game characters that screams, "Make a toy of me!" Maybe for this reason, Resaurus—makers of the fine Duke Nukem action figures—are combining their video game character-to-toy process in the form of Naughty Dog's Crash Bandicoot. This detailed 5-inch poseable Crash figure will come in two forms—with a jet pack and jet board. In addition to Crash, Coco, Dr. Neo Cortex, Komodo Moe and the dim-witted (and ironically named) Tiny will be available.

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The Final Word

by Shawn "Secret Chimp" Smith
shawn_smith@zd.com



Video Games In the Mainstream

Not too long ago, if you played video games you were considered a geek. The stereotype went something like this: an overweight or malnourished, kind of smelly, hacker-esque guy with glasses, who ate a lot of pizza and Mountain Dew and sat in a dark room day and night. Is that, a loser. Whether it was the truth or not, people outside of the gaming community had this image planted in their heads, thanks to movies, TV and the news media, among other sources.

Nowadays things are different—at least some things. Sure, the pizza and Mountain Dew still remain ... maybe even the smell, but now it's kind of hip to be in the know about the video game industry. Yeah, your parents may still give you grief about playing a lot of games and not doing something "useful" with your time, but gaming is accepted more now as a legitimate pastime than it ever has been before. For many reasons, video games are now cool in



Like Beck, video games are an icon of popular culture.

the eyes of the general public (mostly the male portion of society mind you, and a small percentage of the females). So that brings us to the picture of Beck in the middle of this page. Why is it there? In a sense, Beck represented the slacker in all of us when his hit song "Loser" came out. As time passed and he continued making music, people started taking notice of his music. They said, "Hey, this stuff is pretty cool," and before anyone knew it, Beck was the most popular solo artist around. Now he's in the mainstream, and, for the most part, people respect what he's doing and how he's doing it—even if they don't get it. It's the same way with gaming.

Gamers once represented slack. All they did was sit around and play games, while moss grew on their backs. They didn't do anything with their lives—at least that's what most people thought. But then, new technology came around and developers started making games that caught the eyes of people who normally didn't play games. This wasn't too long ago either—not long after the PlayStation came out. The general public started saying, "Hey, this stuff is pretty cool," and before anyone knew it, the game industry was as popular and made more money than the movie industry. Who knew?

Like it or not, video games are in the mainstream now. And because of that, gamers are no longer looked at as being lame. For the most part this jump into mainstream is a good thing. Sure, there are cons to popularity but at least there are a lot of new people being exposed to gaming.

The saddest thing about it from my perspective is how Beck still represents us in a sense. As people started recognizing how interesting and solid his music was, they started to respect him. Likewise, as people started recognizing how cool some games were, they started respecting them and the people involved with them—gamers included. Now you'd be hard-pressed to find somebody who still thinks of Beck or a gamer as a loser. As Beck made the move from loser to pop-culture icon, so did gamers move from being losers to pop-culture icons. Yeah, there may be exceptions to the rule, but generally I think this makes a lot of sense.

By the way, I have to send a shout out to Beck. Don't forget to keep an eye out for his new album called *Mutations* coming out on Oct. 20.

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T'ai Fu and Rugrats

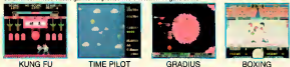
**Metal
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Tomb Raider III
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KONAMI ANTIQUES MSX COLLECTION

The ultimate collection of the most popular classic arcade hits is coming to the SEGA SATURN. Featuring 37 of Konami's challenging classic games. Boxing, Ping Pong, Hyper Sports 2, Mapi Rango, Kikkuyoku-Naniyoko-Dubukku, Kung Fu, Road Fighter, Sky Jaguar, Gradius, Gopher No Yibou, Golf, Billiard, Hyper Sports 3, Wangan Athletic, Mygo Trio, Enjo-Koku No Goshuuso, Mizu Doronpa, Super Golem, Ten-Des, Garuda 2, Tennis, Soccer, Koushou Rivaly, Hot-Pot-Port, Piporoku, Duke No Ten, Yumehime Adventure, Time Pilot, Parodux, and Salamander. These classic games will provide hours of fun for all generations.

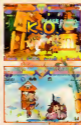


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Pocket Fighter

Introducing Pocket Fighter, the home version of the arcade game featuring innovative versions of several of Capcom's best-known video game characters. Such as Morning Star "Defender", "Hyu" and Don L. Lee "Street Fighter", as well as other characters from Capcom games.

The object of the game in single-play mode, is to beat all of the other characters and gain the game and power-up items. Opponent appears every five minutes or so as he is fighting by his opponent. Pocket Fighter is going to fight best fighting game on the year. For the Sega Saturn.

Capcom Generation Vol.1 & 2

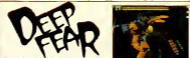
1942 SERIES

Fly into the face of danger with 3 perfect arcade translations from the classic 1942, 1943 and 1943 enhanced (seen for the first time in the U.S.). These classic scrolling shooters take you to the skies, dodging enemy fire, exploding bombs and picking up devastating power-ups. Brimming with nostalgia, these timeless favorites are why you started playing video games in the first place.



GHOST & GOBLINS SERIES

One of Capcom's most popular side-scrolling adventure series ever is back to haunt even the bravest of knights in Capcom's Ghosts & Goblins series. Capcom Generation unveashes the entire trilogy of challenging classics: Ghost and Goblins, Ghosts & Goblins and Super Ghosts & Goblins on one disc. Play as the gallant knight, Arthur, as he battles hordes of zombies, monsters and other terrors of the night while trying to save the beautiful Princess.



Introducing Resident Evil, the newest vertical shooter, the newest vertical shooter from Treasure, the company that brought you Contra. This newly released title features characters animated by the artists who designed Quicken Heroes. This is a truly unique 2D shooter.

Introducing "Deep Fear", the hottest Saturn game in Japan. This adrenaline adventure game features the same type of elements that made "Resident Evil" a best seller. The adventure begins when a Top Secret Nuclear Submarine crashes into a Top Secret Marine Base. When a search and rescue operation is dispatched, all but twelve brave victims being going to be killed moments before they are transformed into monsters. It all adds up to an incredible adventure, the likes of which have rarely been seen on the Sega Saturn.

The wonderfully developed side scrolling game has been much enhanced for the Saturn. It will include a few 3D tracks thrown in for good measure. Gameplay is made more exciting by the addition of two new wings to Dracula's castle, the "Underground Cavern" and the "Poisonous Plant Forest". This is a game that will fully take advantage of the Saturn's 3D capabilities. For the Sega Saturn.

Vampire Savior
The most exciting fighter for the Saturn, a perfect translation of the arcade. With the added advantage of a 4 meg ram cartridge, there are almost 30 fighting moves, and best of all, once you beat the game, you can access an option that will let you play in English. This is fighting at its ultimate.

X-Men vs. Street Fighter
X-Men & Street Fighter For Saturn. Gamers have been waiting for the next arcade game to be released for the Saturn, and it's finally available and with the 4 meg ram cart it's a dream come true. Just like the arcade.

FIVE PRO-WRESTLING
The all time favorite 2D wrestling game featuring 6 player battle royal and 3 different style wrestling rings. Plus each character has their own unique wrestling style and awesome movesets. This game is a must have for wrestling fans.

SNK's FIGHTING SERIES

The one of SNK's best known and hottest 2D fighting game, which is being released as part of SNK's classic games series. The game features a 3D environment, trademark animation, a 4 meg ram cartridge and countless fighters.

Samurai Showdown, the second game of the series to be available for the Sega Saturn, and it is now being released as part of SNK's classic games series. The game is beautiful, it provides us graphics are clean and sharp in the style. It features many different characters so it is never boring.

The newest installment to SNK's most popular fighting game is now available. The long awaited "King of Fighters '97". This game is the most popular fighting game in all of the arcades and is a must have for all fans.

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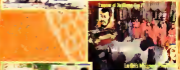
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Next Month



EGM interviews George Romero writer/director of the upcoming Resident Evil movie.



EGM rings in the holidays in our December issue with an in-depth cover story on "the forever-in-the-making" Zelda 64.

Also our review crew puts Metal Gear Solid through their tests and tells how likely gamers are to find this title on the shelves this holiday season.

Zombies on the big screen? EGM gets inside the mind of writer/director George Romero to find out how "true to the game" he intends the Resident Evil movie to be. Will the feature film actually be carrying an "R" rating or will the gore be replaced with "less offensive" content?

ELECTRONIC GAMING MONTHLY

December 1998

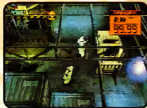
On sale date Nov. 10

Does Solid Snake have what it takes to impress EGM's Review Crew?

Zelda fans can finally breathe a sigh of relief. The titles that drew many customers to the system from its launch finally heads to the shelves. Check out what EGM has to say about the new 3D world of Hyrule.



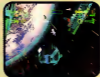
EXPERT GAMER



November 1998

On sale date Oct. 20

Metal Gear Solid is one of the most-anticipated games of the year, and the XG guide on the game will definitely be the most-needed!



The strategy guide for Colony Wars: Vengeance will make choosing the right character, weapon, ending, etc. easier.



The November issue will have all the right moves for WWF War Zone (pictured above) and WCW/NWO Revenge.

Expert Gamer's November issue will contain one of the most extensive guides on Metal Gear Solid. From an in-depth level-by-level walk-through to detailed maps, the guide will have everything gamers need to conquer this game.

It'll be wrestling mania in our next issue, because guides for

WWF War Zone and WCW/NWO Revenge will provide all the cool moves for everybody's favorite good guys and rotten baddies. XG's Colony Wars: Vengeance strategy guide will help you pick the right character and weapons, defeat the Bosses and show a few of the different endings.



Not since Star Wars has space combat been as exciting as Colony Wars: Vengeance (left). And speaking of excitement, the second sequel to the biggest-selling PlayStation game of all time is almost here, and its name is Crash Bandicoot: WARPED (right).



We're stuffing the Official U.S. PlayStation Magazine's November issue with plenty of in-depth previews for your holiday table. Including two hot sequels by the names of Crash Bandicoot: WARPED and Tomb Raider III. But (as usual) that's not all.

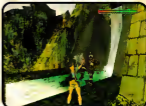
We have comprehensive reviews of Metal Gear Solid and Colony Wars: Vengeance as well as another awesome demo disc that includes playable versions of G Darius and Future Cop L.A.P.D. And don't miss our comprehensive Metal Gear Solid strategy guide!

Official U.S. PlayStation Magazine

November 1998

On sale date Oct. 13

There are plenty of cool new effects to make Tomb Raider III worth looking at, find out what they are in our preview.





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